

SECRET LEGEND
TUNIC
SECRET LEGEND

INSTRUCTION BOOKLET

SECRET-LEGEND TUNIC SECRET-LEGEND

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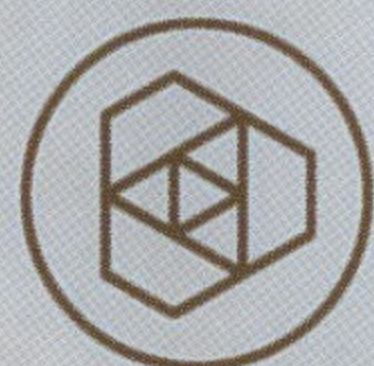
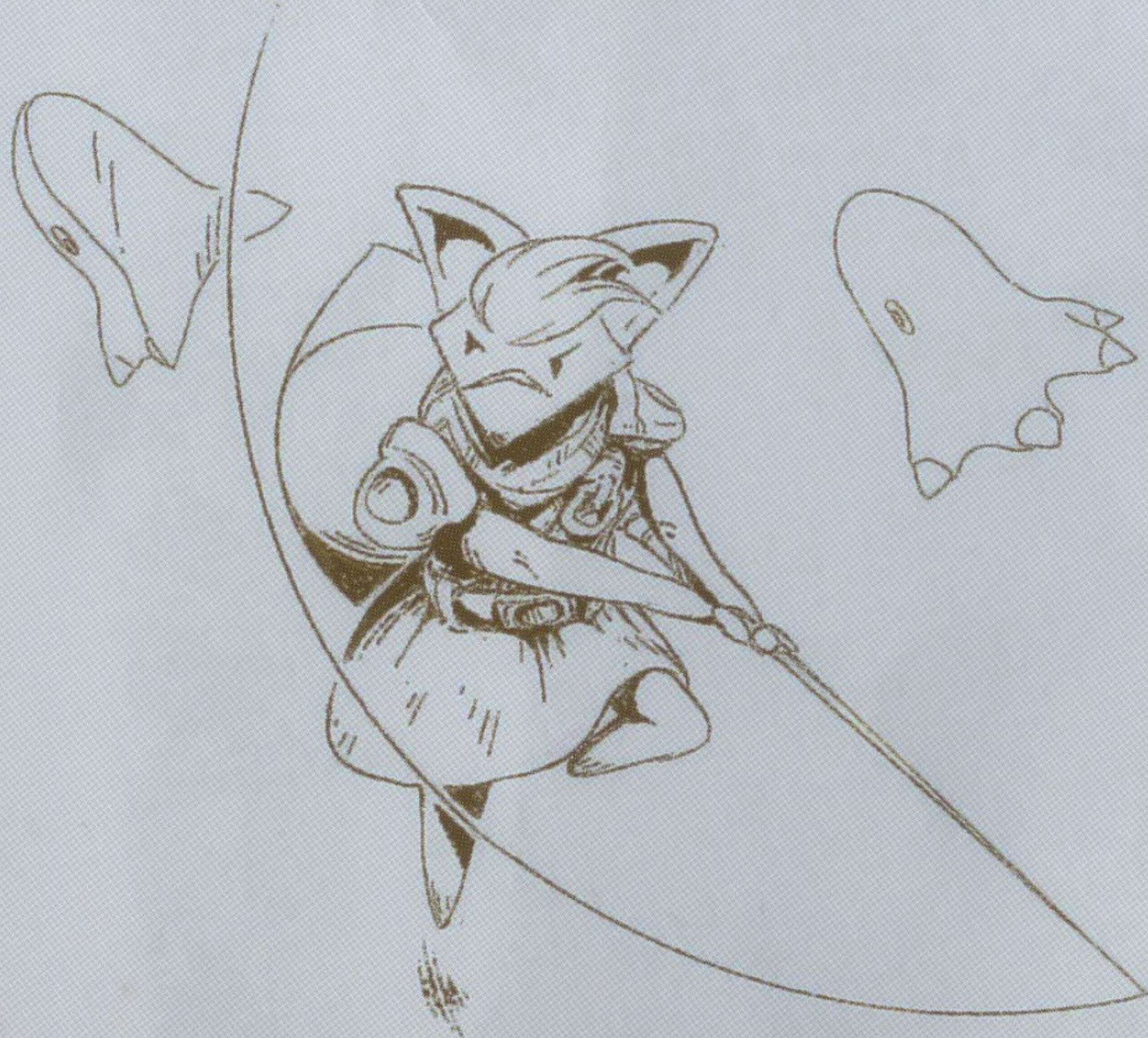
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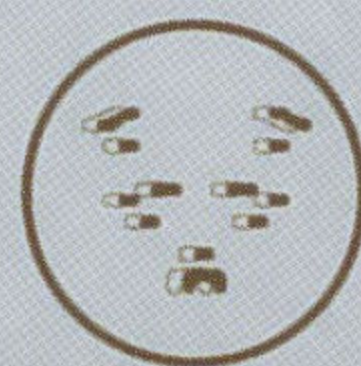
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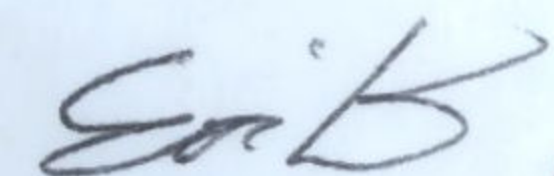

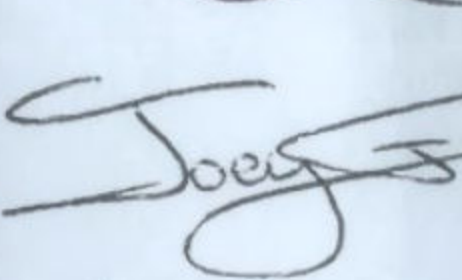

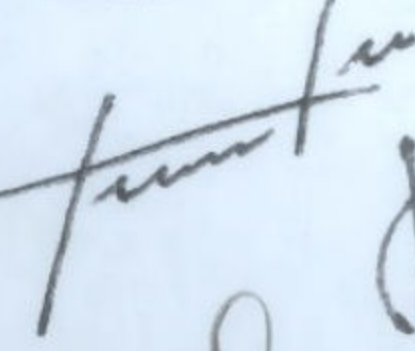
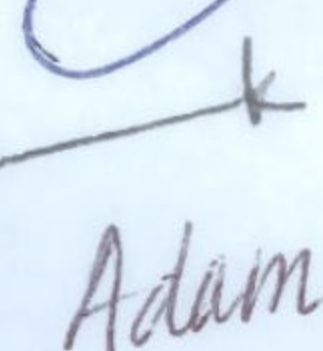
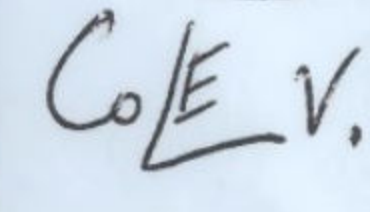
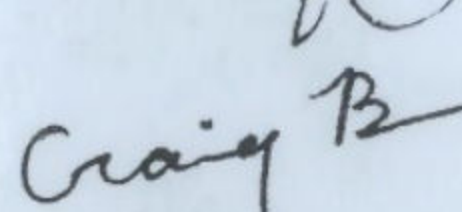
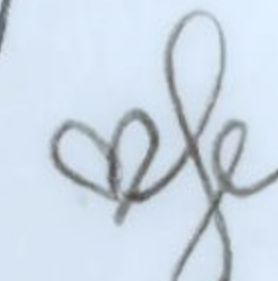
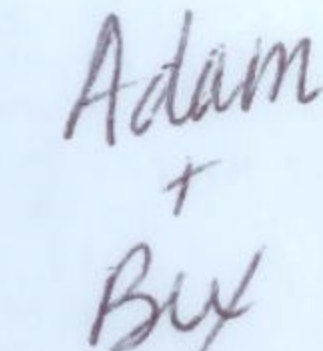


Dear Player,

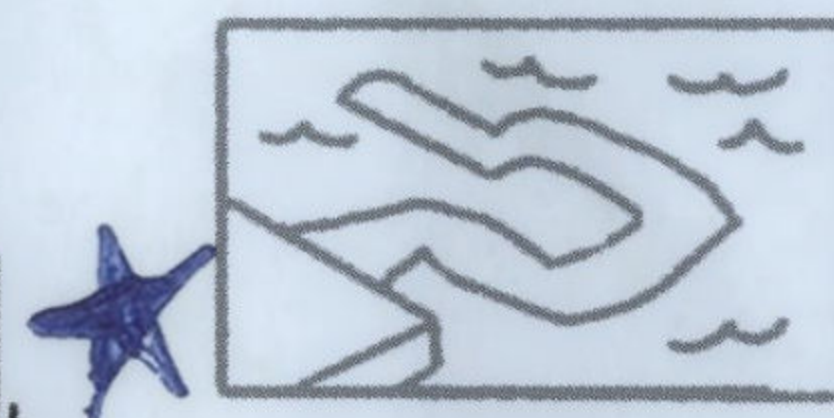
You've come a long way, haven't you? You've probably found a lot of secrets. Maybe you stumbled across the hidden trophy room; perhaps you even freed every fairy.

We hope you've had fun, but there's at least one more thing for you to do. If this is your final page, you should pay a visit to a certain someone and share your wisdom.

Thank you so much for playing.

Keep this letter; you never know when it will be useful! Do not dispose of or eat this document.



THE SOFTEST FEATHER,
CORRECTED ELEVEN TIMES,
DEPARTED ONCE MORE.

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MAPS

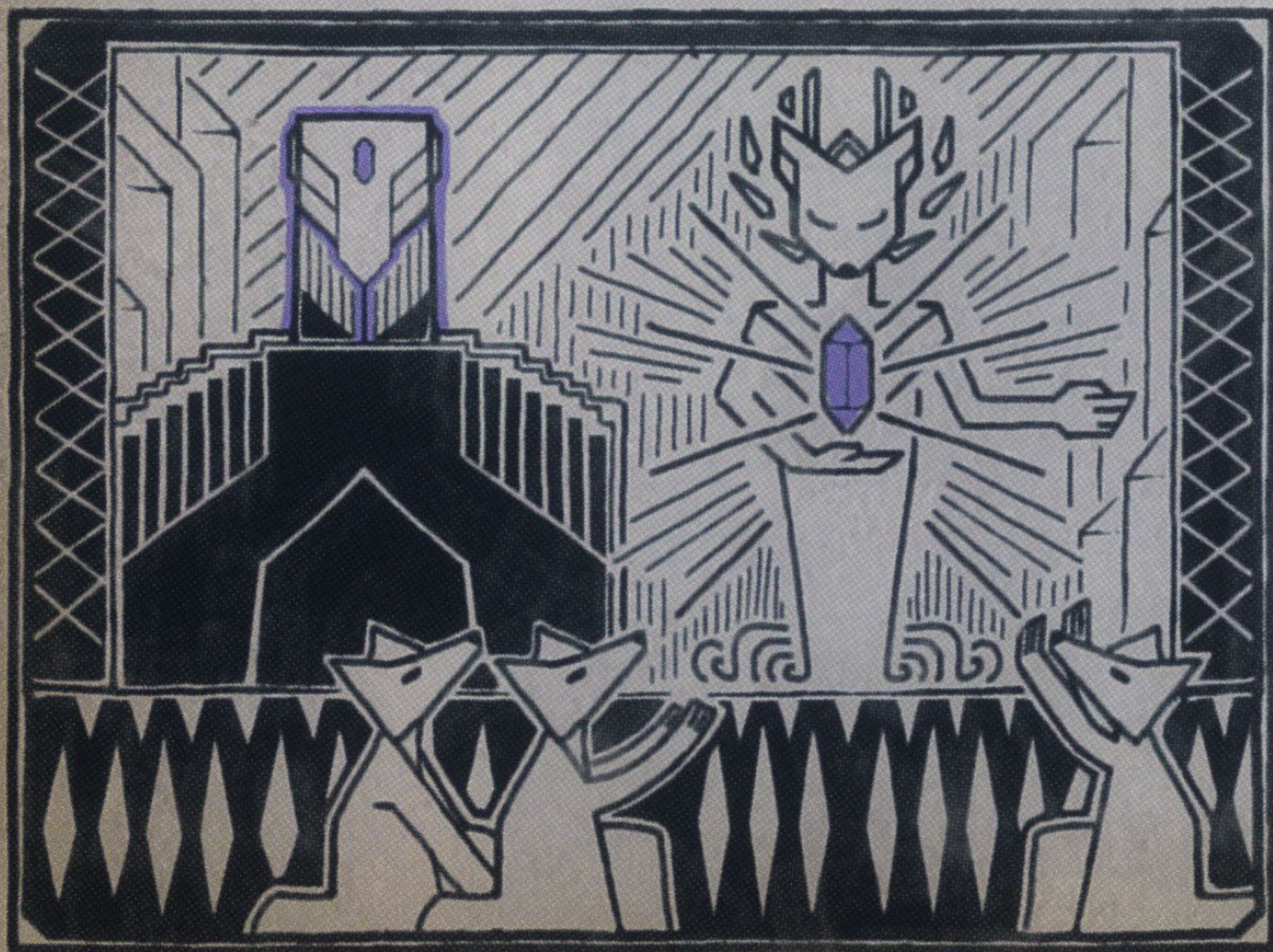
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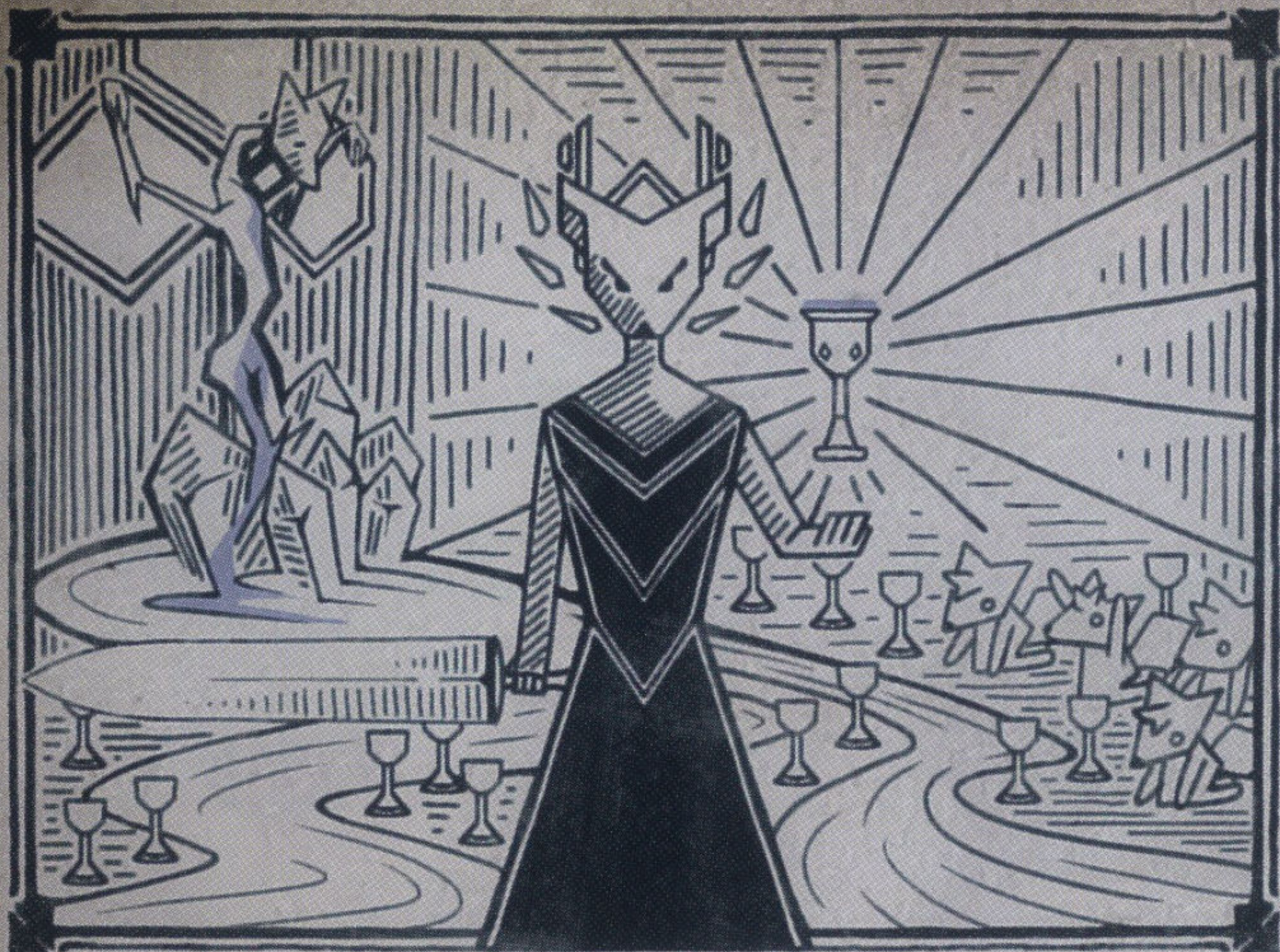


A LONG, LONG TIME AGO...

THERE LIVED A CIVILIZATION OF GREAT POWER.
THEY BUILT A CITY AND WITHIN THAT CITY THEY BUILT
A PALACE. THEY HELD SACRED THE SECRETS OF
THE HOLY CROSS, AND UNDERSTOOD THE PLANAR
NATURE OF REALITY. THEY VENTURED TO THE FAR SHORE
AND SOUGHT POWER FROM THE SPACES BETWEEN.



AS IS USUAL, AN ALLURING OLD POWER WAS DISCOVERED.
FOSSILS OF SELF-ANNEALED VISIONS OF THE FUTURE,
ENTOMBED AND CAST INTO SARCOPHAGI AND BURIED.
A LEVER IN THE CANONICAL PLANE, A STORE OF
POTENTIAL. PERHAPS IT IS THE FABLED PRIZE;
The Power To Defy Death.

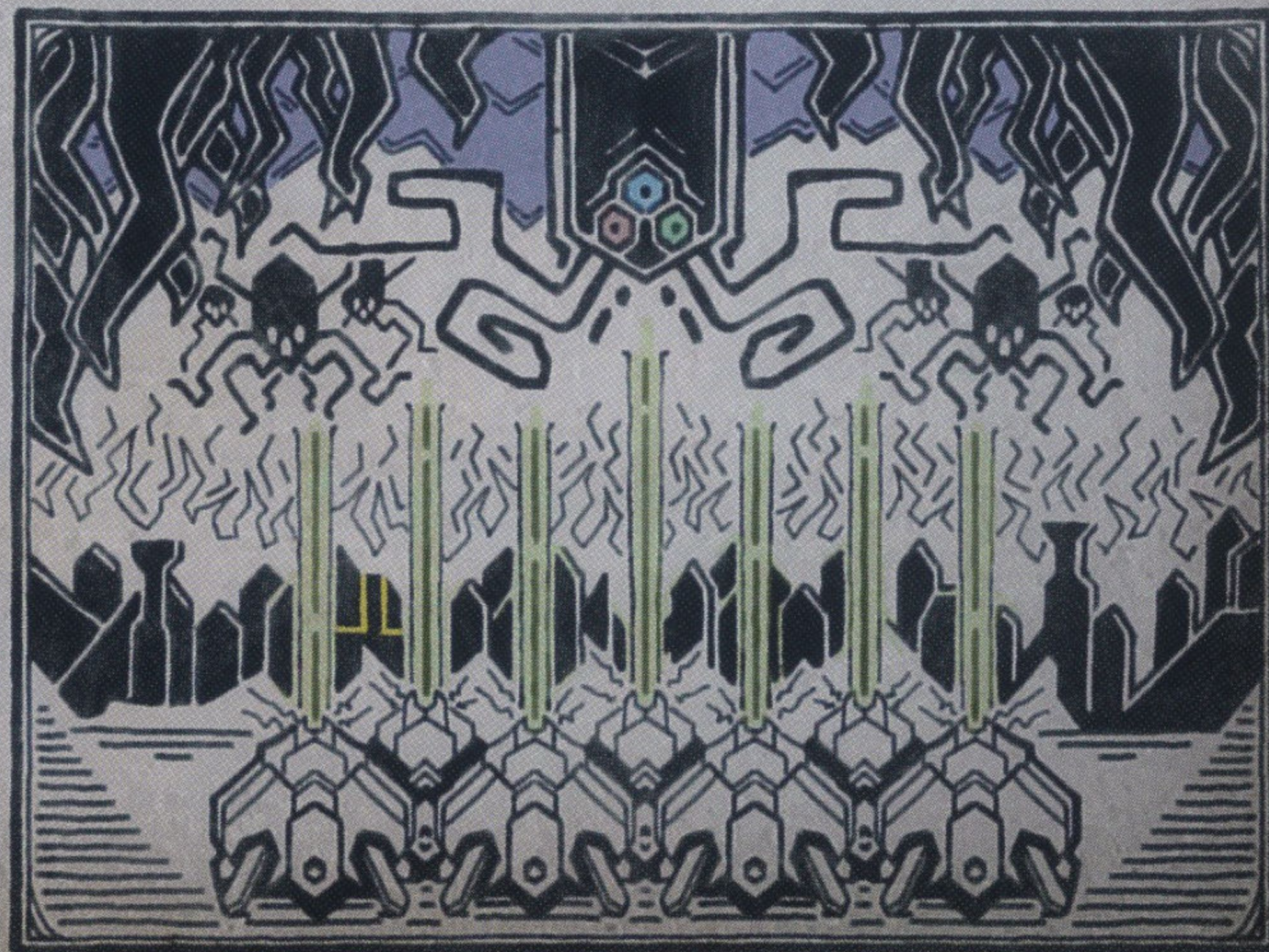


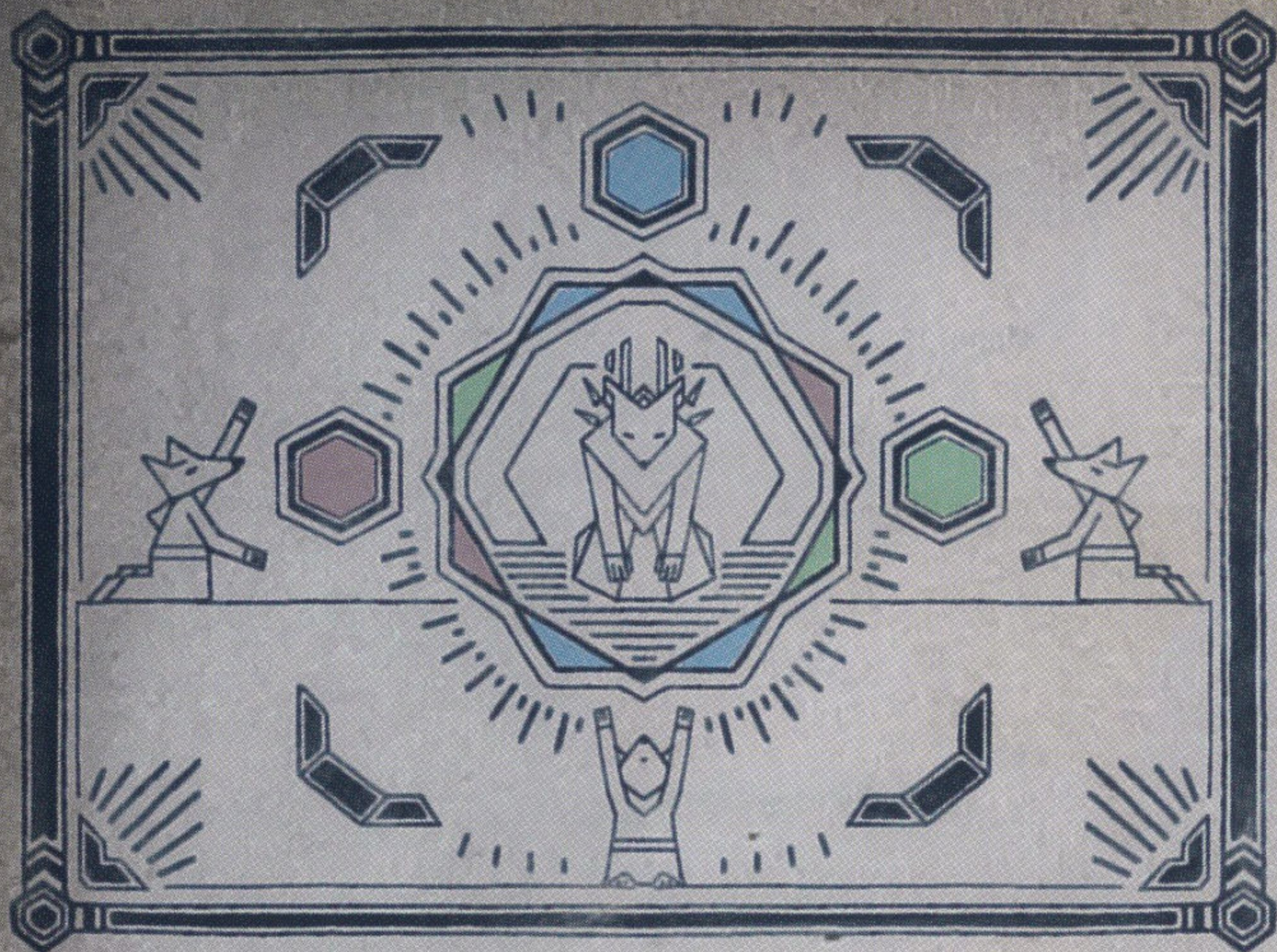
A Terrible Power Rises

THE DISCOVERING Hero OPENED A TOMB AND REVEALED
A TERRIBLE TRUTH. A Cathedral WAS BUILT
TO VENERATE THIS NEW ORIGIN OF LIFE, AND THE
FAITHFUL WERE GRANTED THE GRACE OF HOLY OBLIVION.

The World Is Thrown Into Ruin

THE LEVER OVERWORKED! THE FULCRUM SHATTERED! A HOLE
IN TRUTH WILL THUNDER OPEN AND ALL MANNER OF DISQUIET
CONTRADICTIONS WILL GNAW APART THE CANONICAL PLANE.
THE THREAD IS SNAGGED ONTO A SQUIRMING COIL, WITH
NO BEGINNING AND NO END. FLEE TO YOUR ARKS,
OLD ONES, AND BECOME YOUR PREDESTINED SELVES!





A Prison & A Beacon

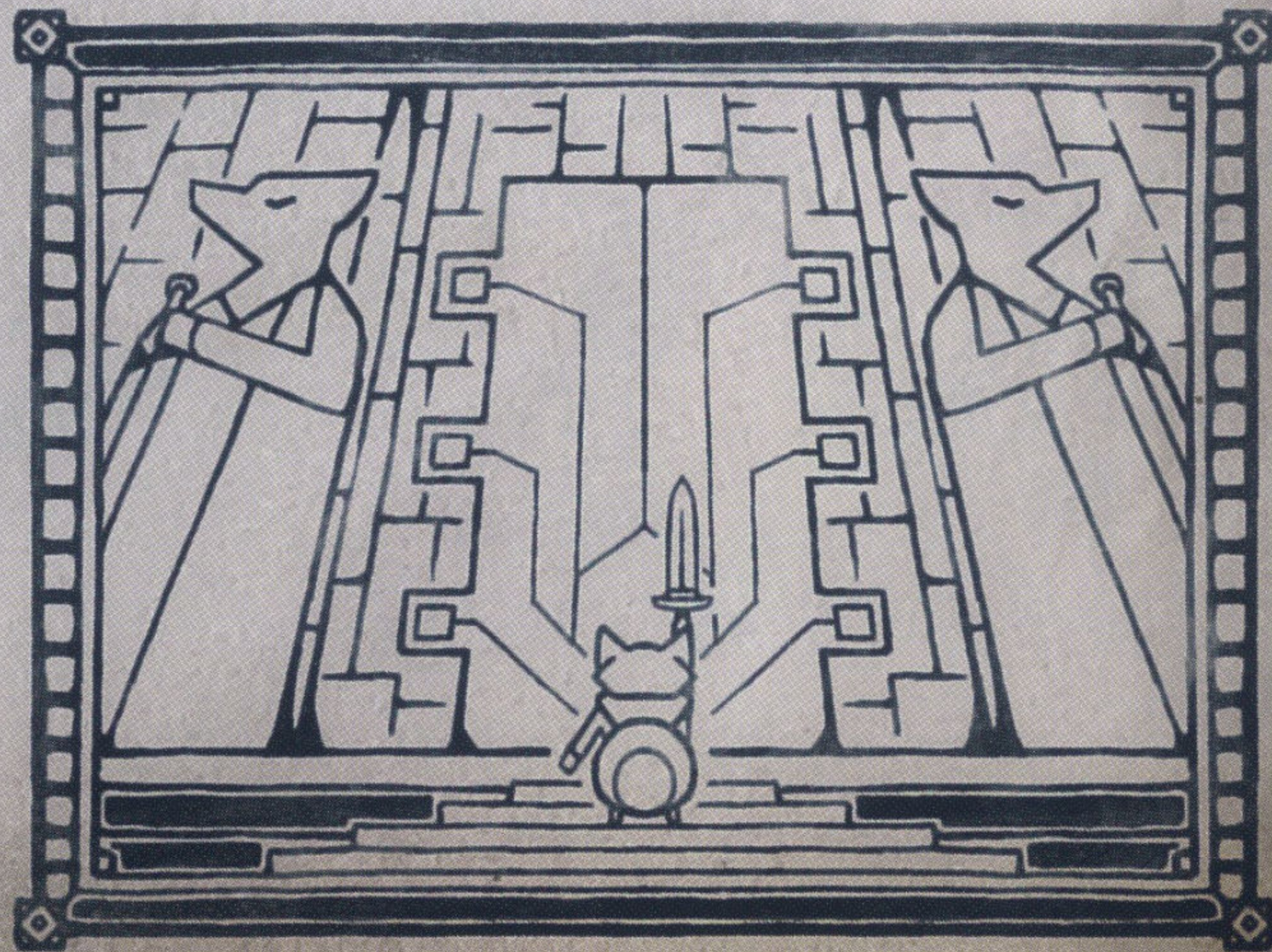
... BUT ONE MUST LIVE OUTSIDE THE SHIVERING RING,
The Heir SEEKING AN Heir-To-The-Heir.

A BEACON TO BRING ABOUT A RUIN SEEKER.

TO EITHER GROW STRONG AND REPLACE AN AILING HEIR,
OR TO HOLD SACRED Holy Cross AND ENSURE
THEIR WISDOM LIVES ON.

Awaiting a Worthy Successor

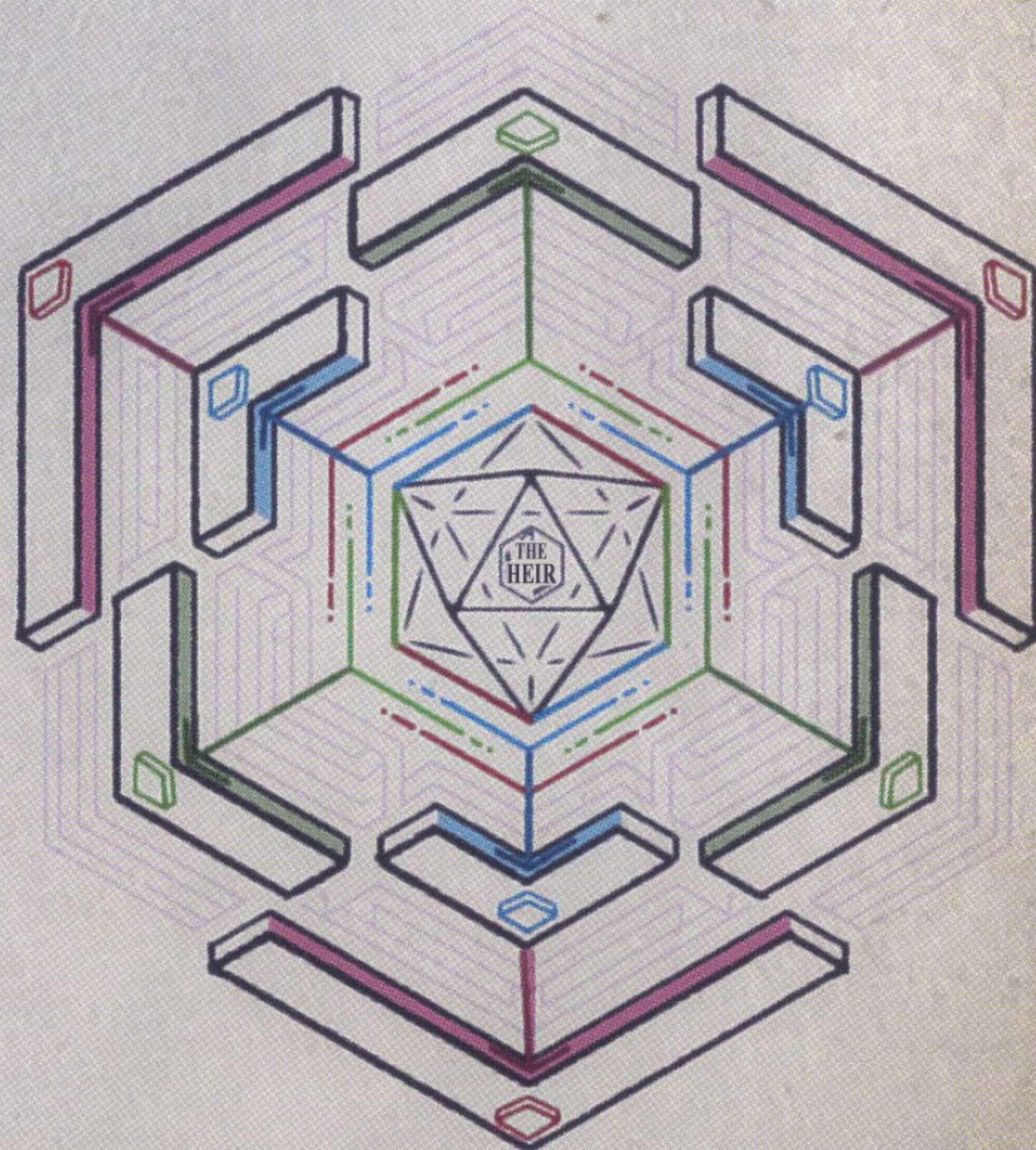
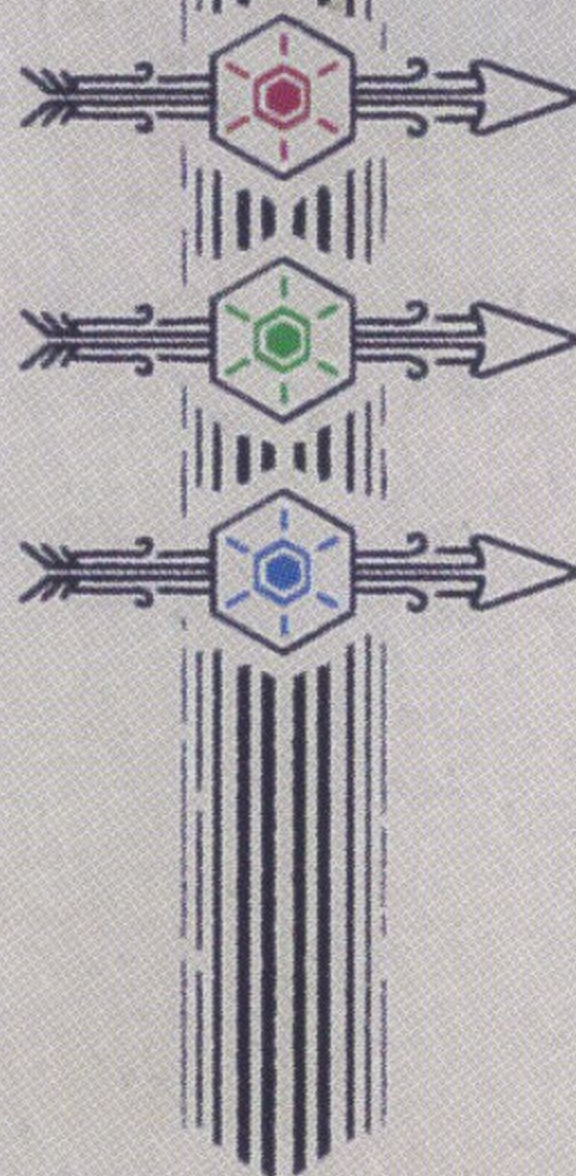
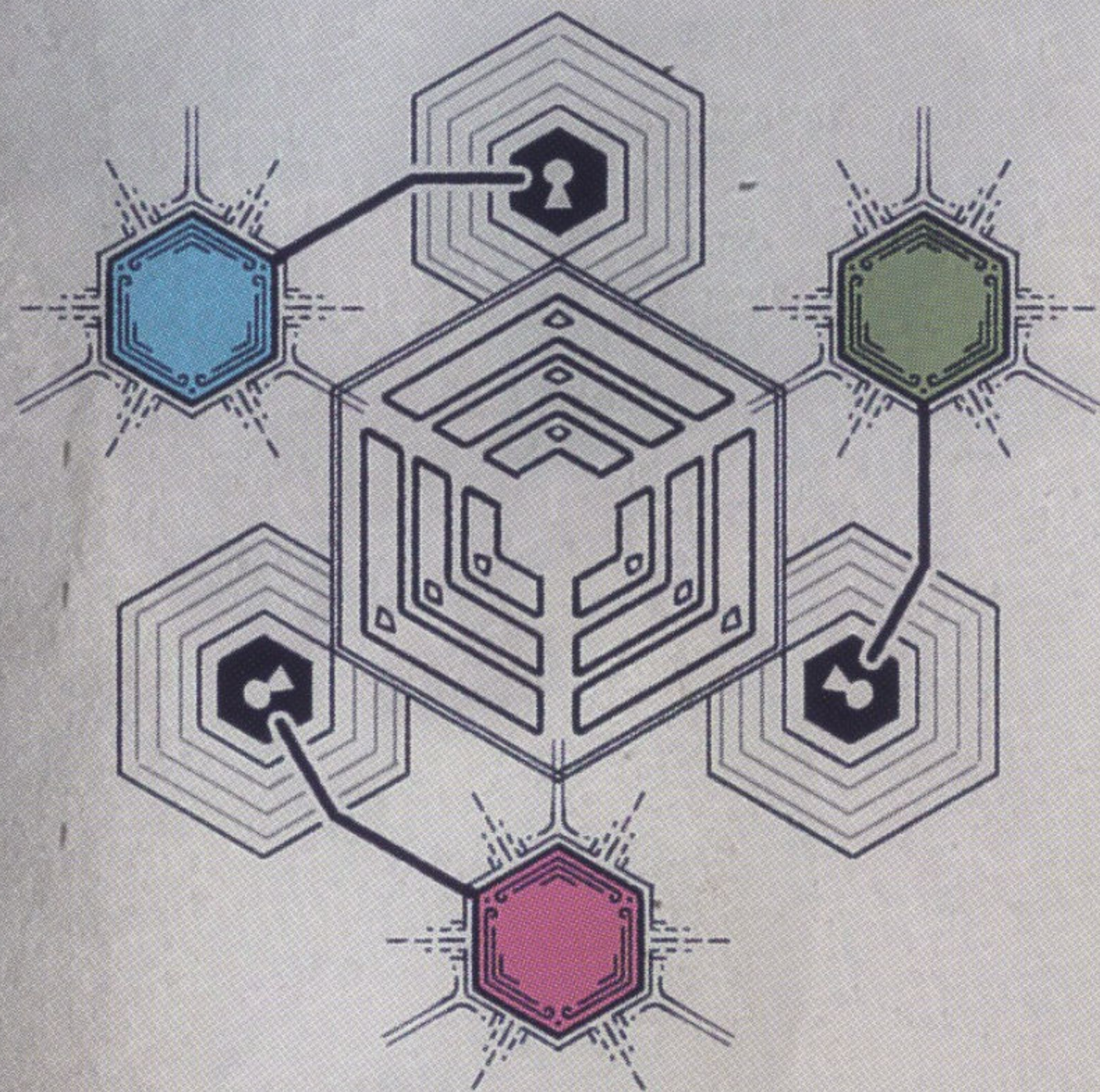
WHICH WILL YOU BE, RUIN SEEKER? HAVE YOU ARRIVED
HERE SEEKING TREASURE AND GLORY? OR DO YOU SEEK
TO UNCOVER DEEPER TRUTHS? LOOK CAREFULLY, FOR
The Golden Path LIES EVERYWHERE ...



THE
SHADOW
OUBLIETTE

CANONICAL PLANE

THE FAR SHORE



COVETED IN A
FOREST TEMPLE

STOLEN TO THE
TOP OF THE SKY

SEALED AT THE
ROOT OF THE WORLD

Again the same battle,
fought uncountable times!

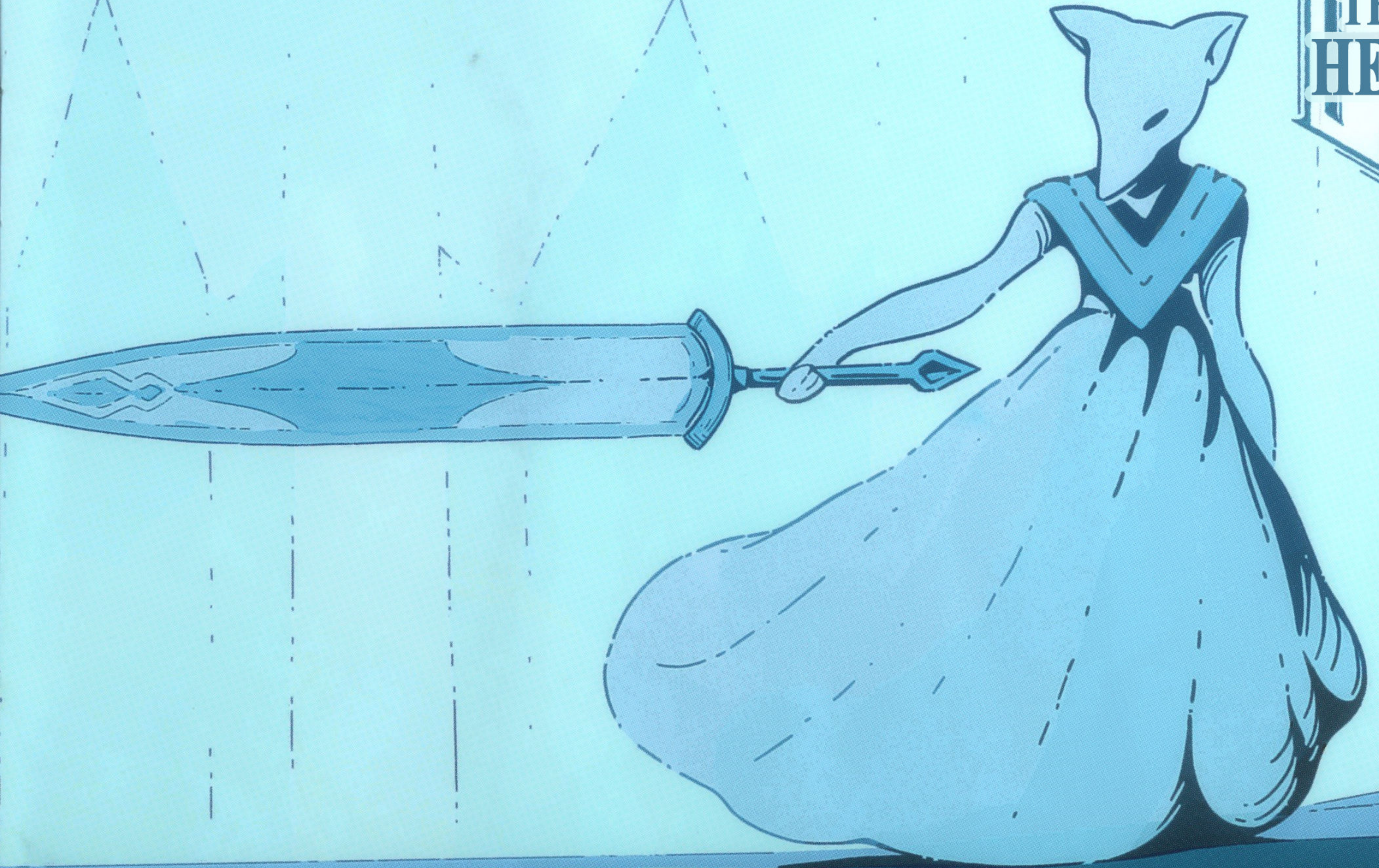
AND SO THE CYCLE CONTINUES. RUIN SEEKERS, DRAWN TO THE BEACON, ARE TESTED. THOSE WHO ABANDON THEIR QUEST ARE FORGIVEN, AND SIMPLY DISAPPEAR.

THOSE WHO ARE STRONG ENOUGH TO REMEMBER THEIR TRUE HERO SELVES WILL, THROUGH VIOLENCE, BEGIN THE CYCLE ANEW.

WILL YOU BE THE Heir-To-The-Heir. AND WAIT WITHIN THE SHADOW OUBLIETTE? BEFORE LONG A RUIN SEEKER WILL BE DRAWN TO YOU. THEIR GIFTS WILL RECALL YOUR PAST LIFE, AND YOU WILL GRANT THEM THE SAME FALSE HOPE YOU WERE GIVEN.

TO BREAK THE CURSE, A RUIN SEEKER MUST BY SOME MIRACLE INVOKE A RELIC FROM BEYOND THIS PLANE . . .





Data Management



CONTINUE

CONTINUE MOST RECENT FILE

NEW GAME

BEGIN A FRESH QUEST

OPTIONS

ADJUST SETTINGS

LOAD GAME

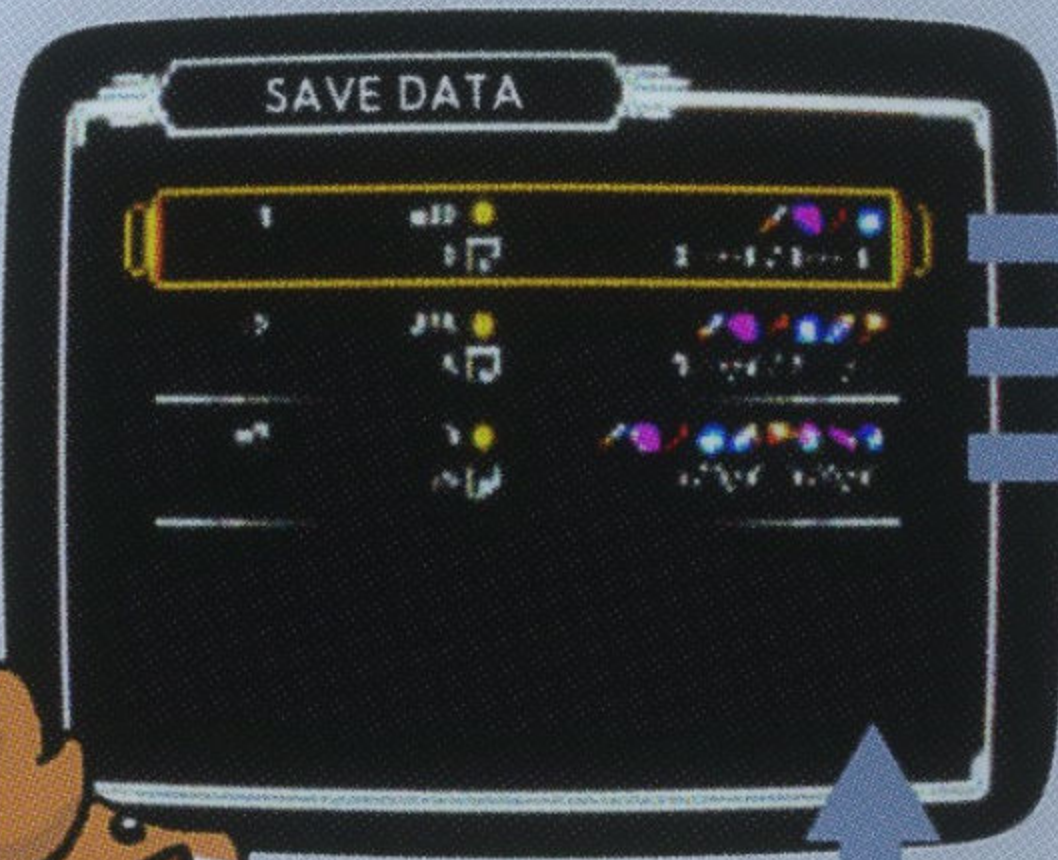
GO TO SAVE DATA SCREEN

OPTIONS

ADJUST SETTINGS TO CUSTOMIZE YOUR PLAY EXPERIENCE.



OPTIONS MEAN YOU CAN KEEP PLAYING IF THE CHALLENGE IS TOO MUCH RIGHT NOW. YOU ARE ALLOWED!!



SAVE DATA



MONEY



HARDER QUEST

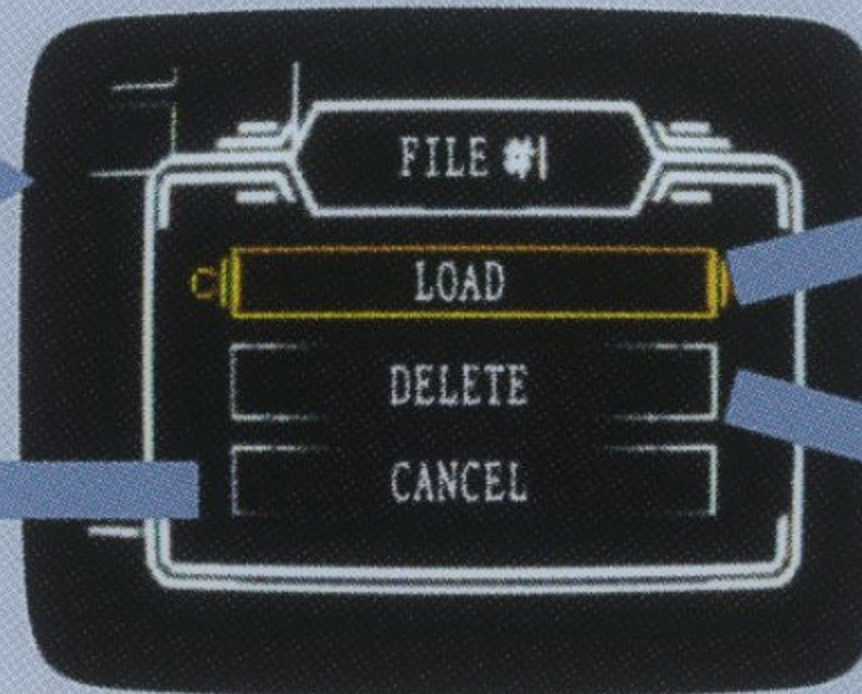


UNKNOWN



???

SELECT A FILE



LOAD FILE AND RESUME PLAY!

DATA REMOVAL

CHOOSE DELETE TO REMOVE A FILE FOREVER.



? WHOSE IS THIS!?

Beginning your Adventure


A SECRET LEGEND SAYS THAT A GREAT TREASURE LIES IN THIS FAR AWAY LAND.
MAYBE IT IS THE POWER TO DEFY DEATH! WHY DO YOU SEEK THIS POWER, TINY ONE?
TIME TO BEGIN YOUR ADVENTURE! HERE IS WHAT YOU WILL DO...

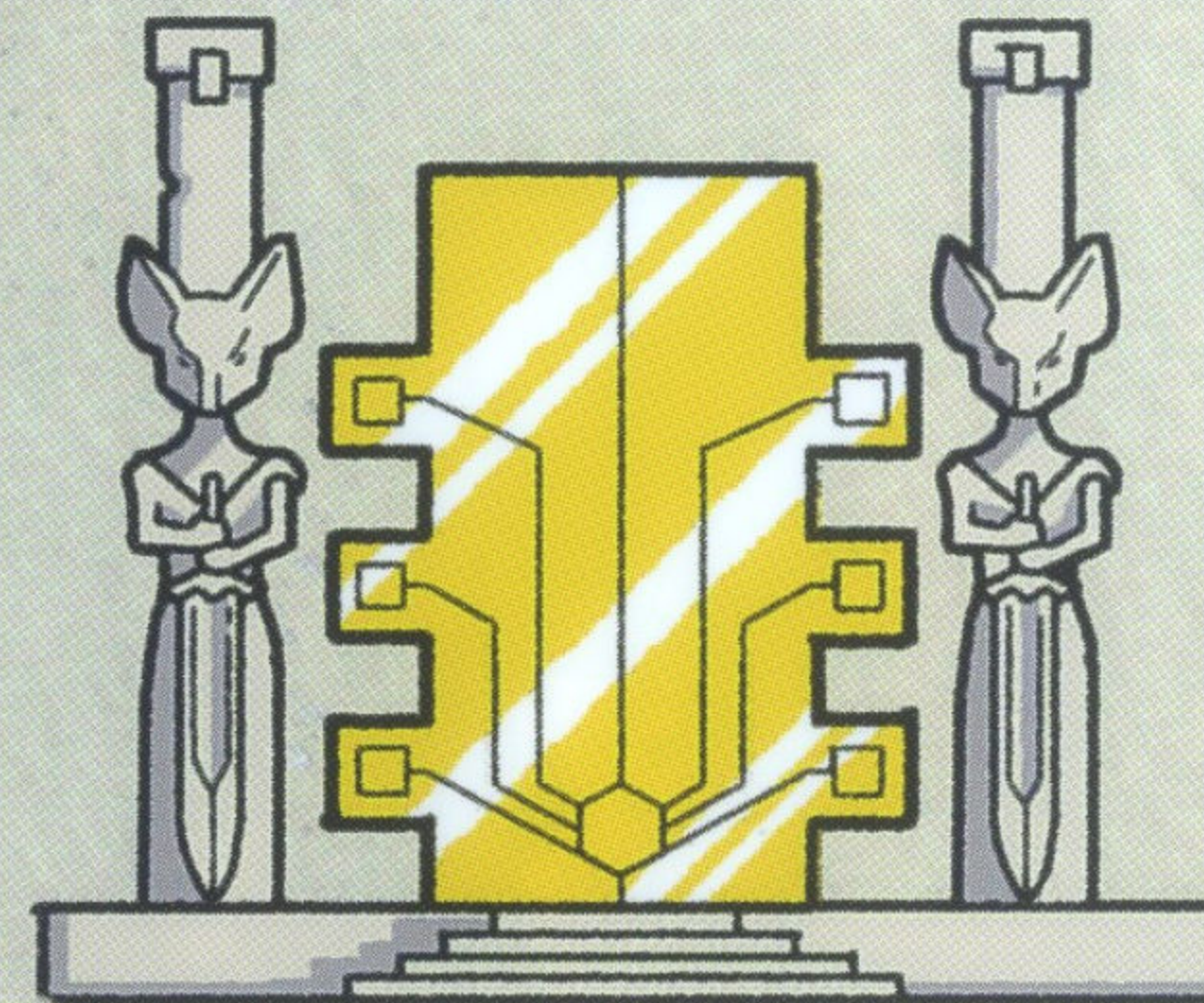


RINGING THE EAST BELL

<input type="checkbox"/> East Forest	ENTER THE WOODS.
<input type="checkbox"/> Hero's Grave	A ♪ LIES AT THE GRAVE..
<input type="checkbox"/> Guard Captain	POWERFUL FOE! BE CAREFUL!

RINGING THE WEST BELL

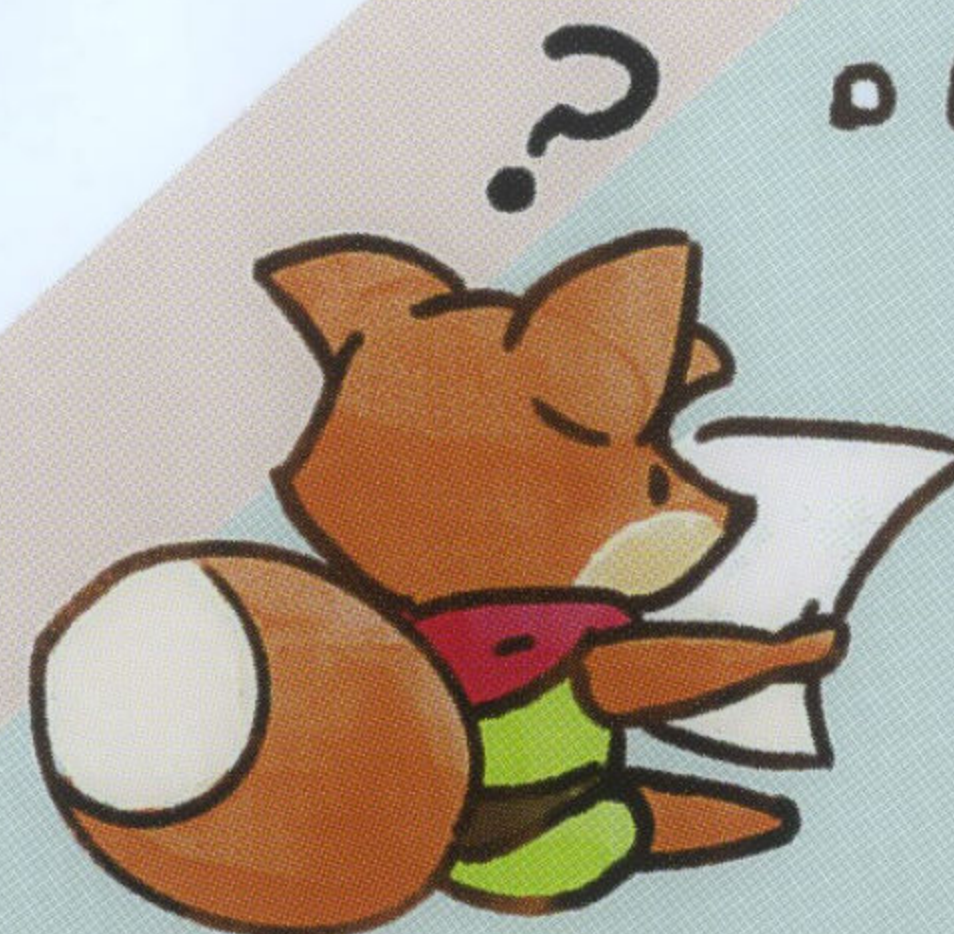
<input type="checkbox"/> Old House	YOU WILL NEED A KEY (♪)
<input type="checkbox"/> Flooded Well	p. 29
<input type="checkbox"/> Dark Tomb	DARK! NEED A LIGHT... 
<input type="checkbox"/> West Garden	p. 27
<input type="checkbox"/> ???	



In a far off land, a great treasure was sealed away forever.

Some say it is the power to defy death.

POWER TO DEFY DEATH



LOST? SEE p. 28

THE GAME SCREEN



RUIN SEEKER (YOU)



STRANGE GATE
TO THE FAR SHORE

41



PRIZE /
TREASURE

134



HEALTH-POINTS



STAMINA-POINTS



MAGIC-POINTS



READIED
EQUIPMENT

17

MAGIC POTION

17

FOCUS
PREVIEW

17

IMPORTANT!

KEEP YOUR EYE ON YOUR
STAMINA-POINTS!
WHEN YOU HAVE 0 SP
YOU ARE IN DANGER!

16

everything
hurts way more
when I'm tired



CONTROLS



FOCUS

SHIFT



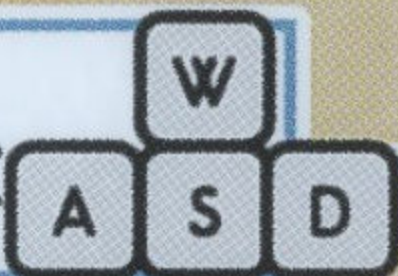
FOCUS IS CRUCIAL!

14

INVENTORY / GEAR

TAB

MOVE



SHIELD



POTION

17

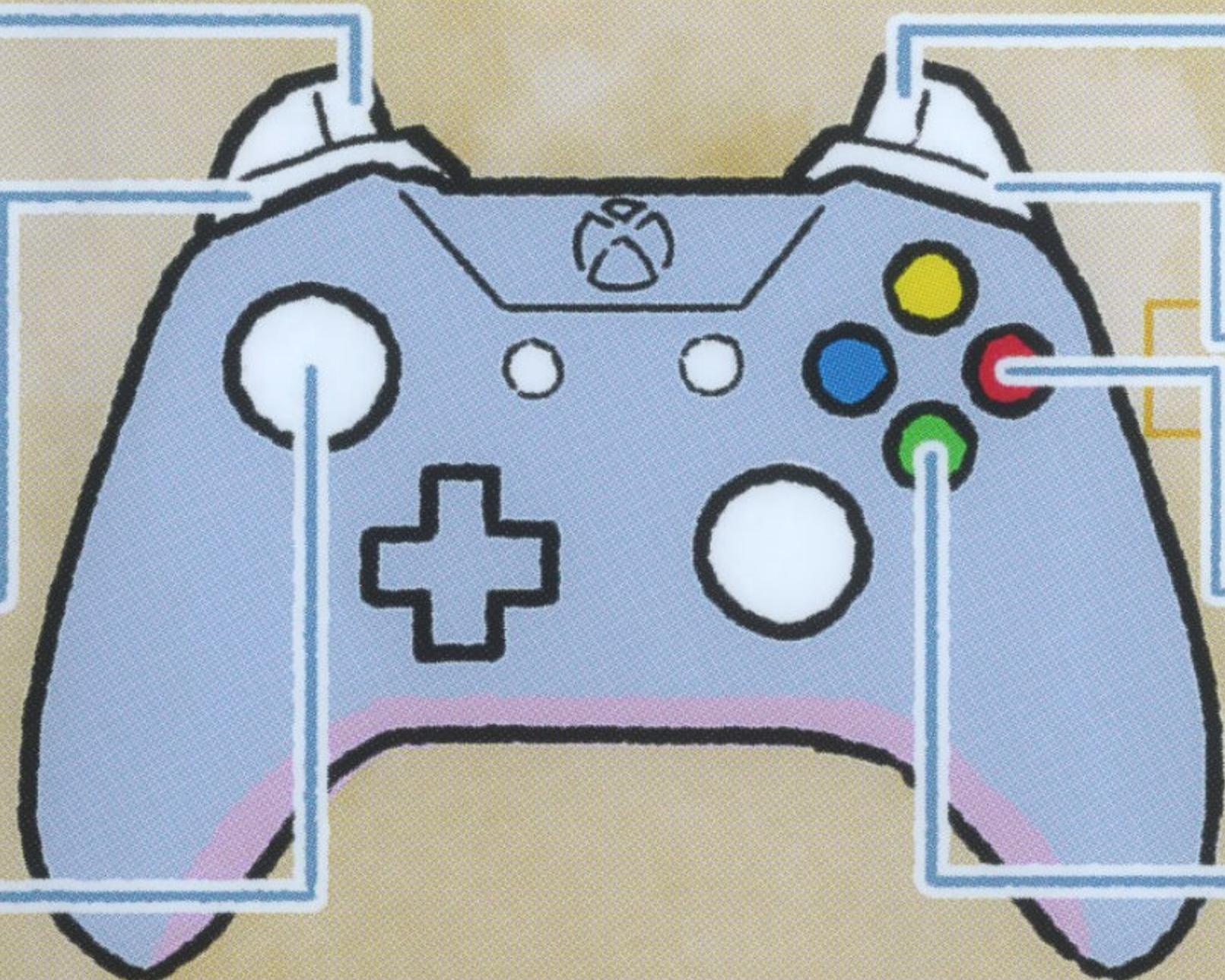


USE ITEM



ROLL, RUN, TALK

13





BUTTON

THIS BUTTON HAS MANY USES.
ONE IS SECRET, BUT IF YOU READ THIS BOOK
YOU WILL LEARN IT.

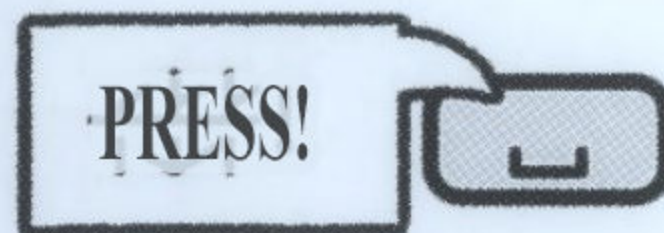
TALK



TALK TO SIGNS, DOORS, & MORE.

ROLL

PRESS TO ROLL!
VERY VERY IMPORTANT
FOR SURVIVING.



YOU CANNOT BE HIT AT
THE START OF THE ROLL!

14

PRAY

FORBIDDEN TECHNIQUE.

OFFER REVERENCE TO
THE TOMBS OF THOSE
WHO CAME BEFORE.

24

RUN

PRESS & HOLD THE
BUTTON TO RUN. IT IS
FASTER THAN ROLLING
OVER AND OVER.



...& HOLD

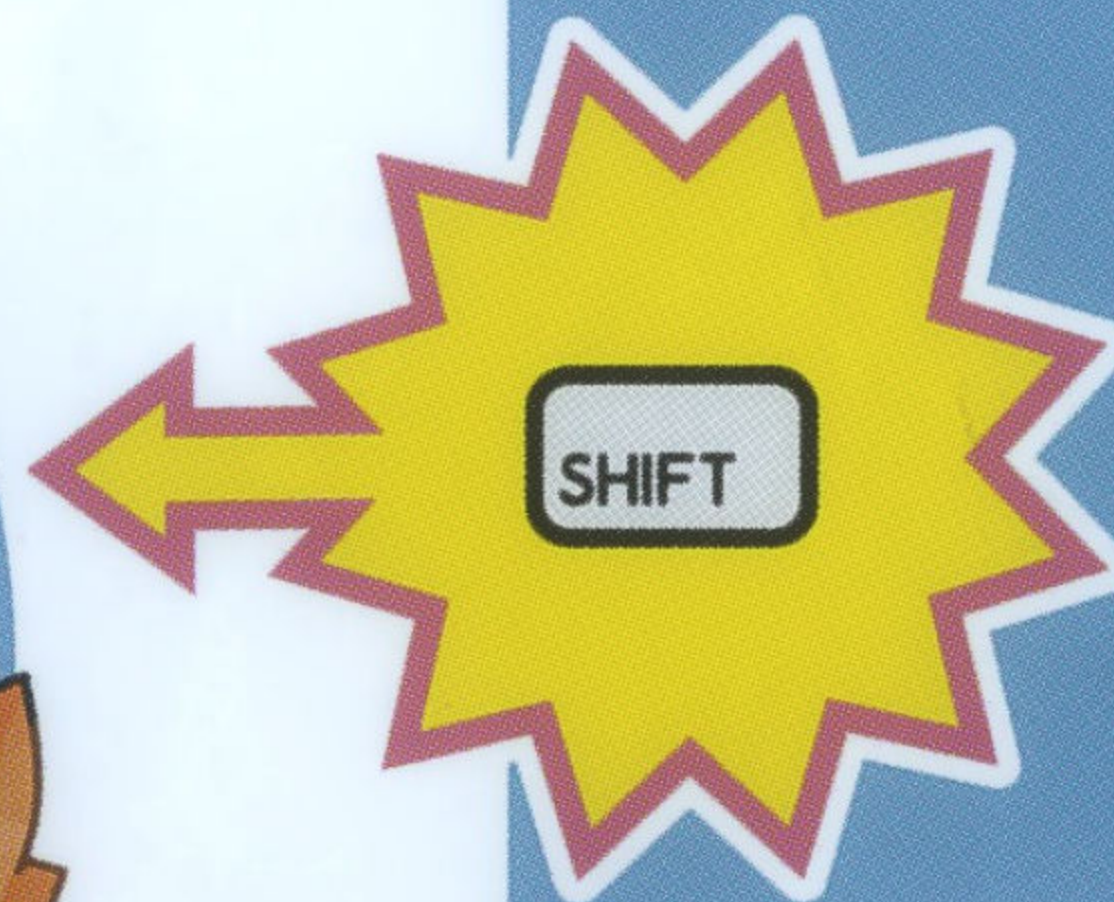
THIS BUTTON HAS ONE MAIN USE;
BUT IT IS A POWERFUL ONE.
USE IT ALL THE TIME, RUIN SEEKER!

SHIFT

BUTTON



LOCK



FACE YOUR
ADVERSARIES
USE THIS TO FOCUS
ON A NEARBY FOE.



FOCUS & EVADE
TO ROLL AND DODGE WHILE STILL
STAYING READY TO STRIKE.



FOCUS & BLOCK
TO RAISE YOUR SHIELD AND
FACE THE FOE.

UNDERSTANDING STAMINA-POINTS

STAMINA-POINTS REPRESENT YOUR POISE AND STRENGTH TO PERFORM CERTAIN ACTIONS. WHEN YOU EVADE OR PERFORM OTHER MOVES, YOUR STAMINA-POINTS GO DOWN. WHEN AT **0 SP**, YOU CAN STILL DO MANY ACTIONS, BUT AT A DISADVANTAGE.

You can always attack, even without stamina.



MOMENT OF SAFETY

AT THE START OF EVASION YOU HAVE invulnerability BRIEFLY, SO EVADE AT JUST THE RIGHT MOMENT!



INVULNERABILITY



Check for Dust!

STABILITY

TAKE ENOUGH HITS AND YOU WILL flinch! IF A HIT IS REALLY BIG, YOU CAN EVEN BE knocked over.

THE HIDDEN STABILITY GAUGE IS 25% OF YOUR TOTAL HP.



WITH VIGOR

USE VIGOR TO ROLL.
YOU ARE SAFE FOR A
TINY MOMENT.

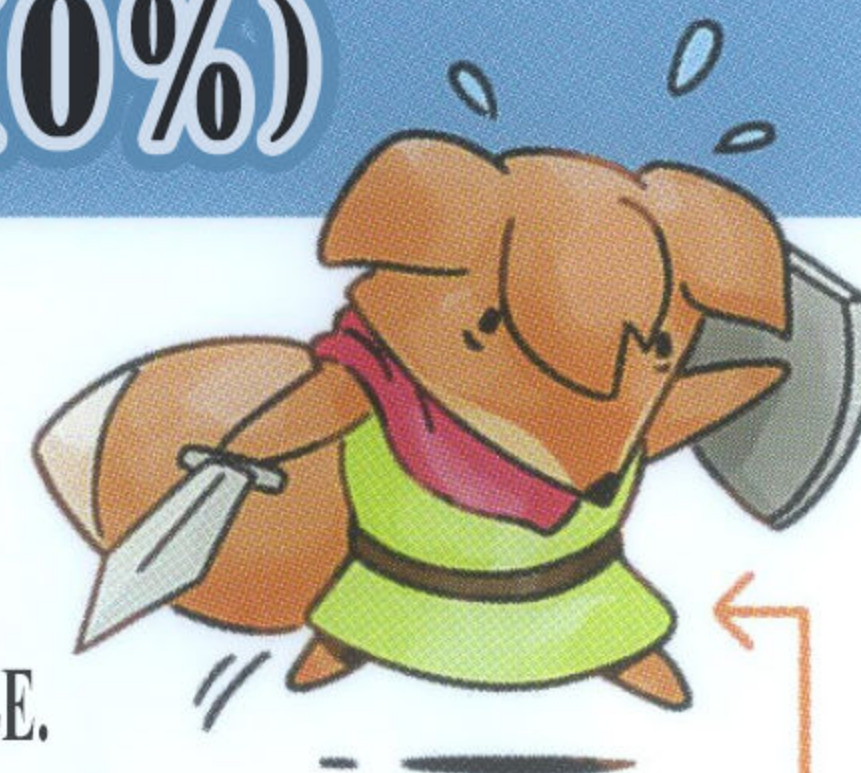


FOUND THE SHIELD? BLOCK!
VIGOR FILLS MORE SLOWLY.
HITS WILL USE UP VIGOR.



NO VIGOR (0%)

OH NO!
YOU RAN OUT OF VIGOR!
YOU CAN ONLY HOP AND
ARE HIGHLY VULNERABLE.



WATCH OUT!

- ⚠ No Safety
- ⚠ Low Stability
- ⚠ Hurt More

VIGOR	EVADE	DMG. TAKEN	BLOCK	STABILITY	SPECIAL TECH
	moment of safety	100%	✓	normal	✓
	vulnerable	150%	✗	low	✗

TREASURES & TOOLS



SWORD

IS THIS THE HERO'S BLADE?
OR A FORGERY?



STICK

JUST A STICK!!!



SHIELD

LEFT BY A RUDELING
USE TO DEFLECT BLOWS.



BOMB

UNSTABLE POWDER MADE FROM
THE FAIRY OF THE WEST GARDEN.



BOMB

MADE FROM SLOM, THE
PUDDING THAT GOES BOOM.



BOMB

FIRE FIRE EVERYWHERE! AND
OW OW OW OW OW.



KEYS

YOU NEED A KEY TO OPEN ONE OF THE
RARE OLD DOORS. THE KEY DISAPPEARS...



FRUITS

EAT FRUITS TO RESTORE HP OR MP. THEY
ARE GONE FOREVER, SO SNACK SPARINGLY.



HOT PEPPER/IVY

ONE IS SPICY, ONE IS MINTY.
GIVES A BOOST TO ATT OR SP.



EFFIGY

BETRAY FOR COINS. EACH BETRAYAL
IS SWEETER THAN THE LAST.



LURE

DOLL OF THE BELOVED HERO.
FOES WILL BE TRICKED!



GOLDEN COIN

A SPECIAL TREASURE THAT ALLOWS A WISH.
USE AT WELL TO GIVE TO WISH EATER.

MAGIC ITEMS



SOME ITEMS USE THE POWER OF YOUR SOUL.
MAGIC POINTS REFILL WHEN YOU REST, BUT
THERE IS A FINITE NUMBER
OF SOULS IN THE WORLD.



SHOWS USES LEFT. EVEN A
DROP OF MP IS ENOUGH.

NOTE: HOLY CROSS IS MORE THAN A MERE ITEM!



MAGIC POTION

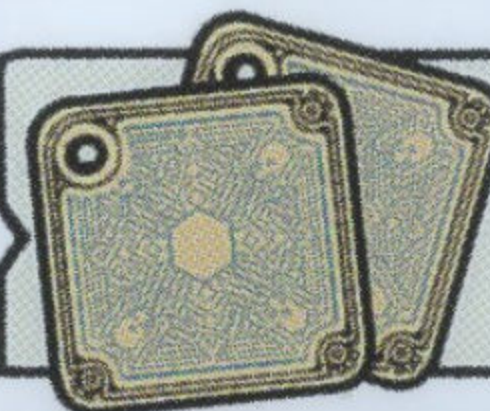
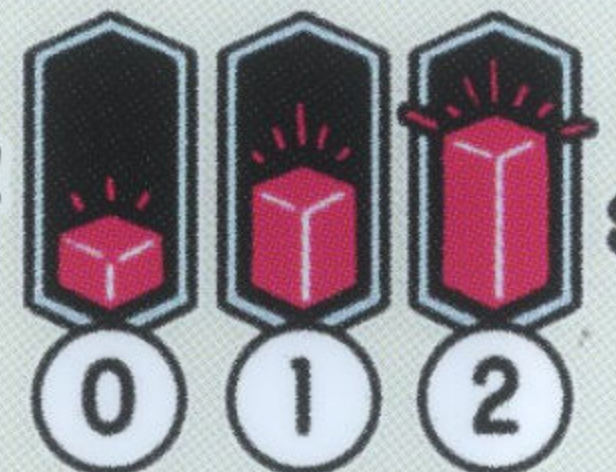
LIFE BLOOD OF THE HERO. QUAFF TO RESTORE
YOUR WILL TO GO ON. MYSTERIOUSLY REFILLS
WHENEVER YOU TOUCH A CHECK-POINT.



FIND SOME AND YOU GET A FREE FLASK!

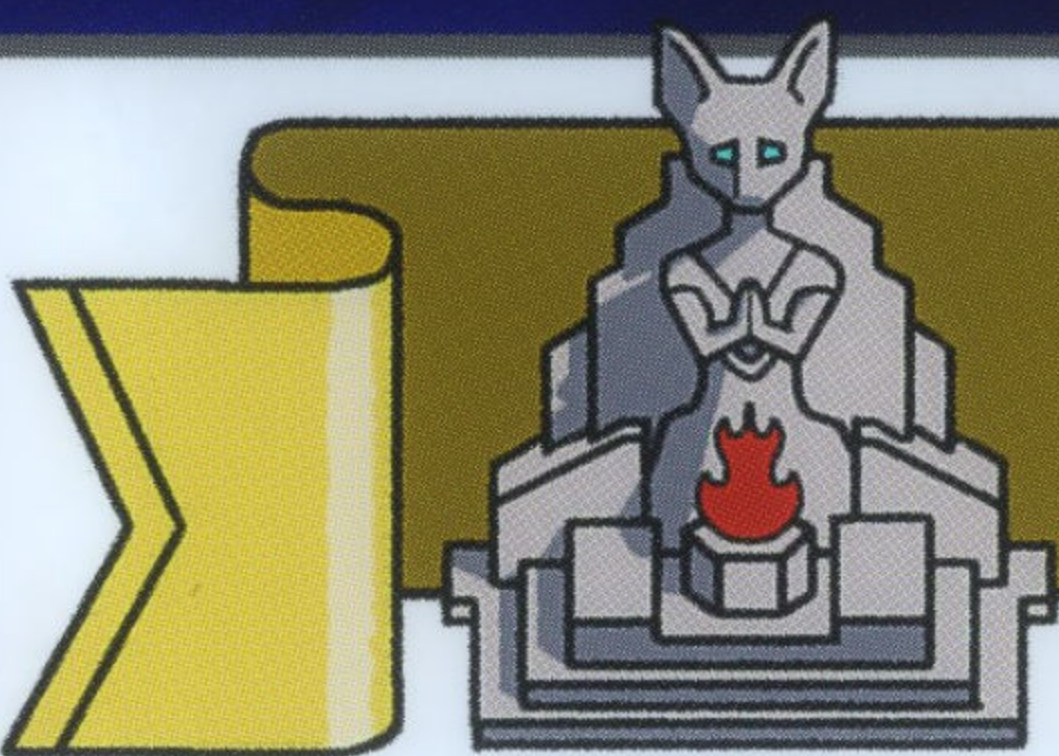


OFFER UP **ASH** TO MAKE YOUR
MAGIC POTIONS MORE POTENT!
IT IS SAID THE **ASH** OF HEROES
FORTIFIES THE BLOOD.



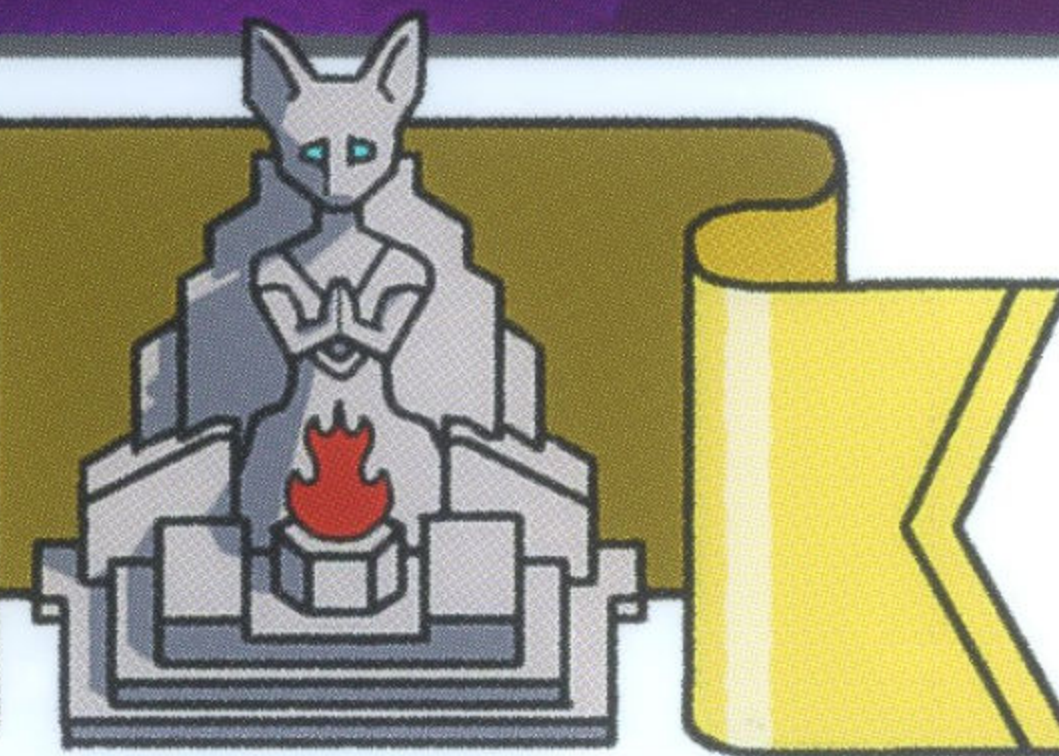
CARDS ARE WAYS TO BE INSPIRED
TO UNUSUAL GREATNESS.

20



If you seek to increase your power...

RISK AN OFFERING TO THE HEIR



THE PRICE GOES UP EACH TIME...

1

2

3



ATT

100

150

200

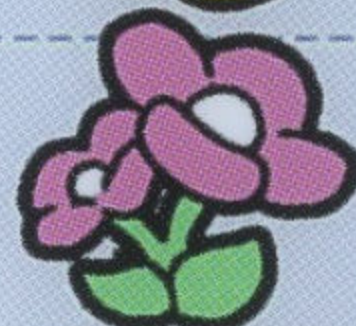


DEF

100

150

200



HP

200

250

300



Potion

100

300

1000



???

300

???

???



???

???

???

???

AS THE SHORE BLEEDS ONE OF FALSEHOODS AND MEMORIES, THE HEIR HUNGERS FOR REMINDERS OF THE CORPOREAL WORLD. OFFER THESE MEMENTOS AND SHARE A DELUSION OF POWER.



TAB

OFFER?

200

ATT

3

PRESENT?

200 +

ATT

3

ATT

4

NO

OK

WARNING!

PILGRIMS TO THE SHORE ARE STRIPPED OF THIS FALSE POWER.

41



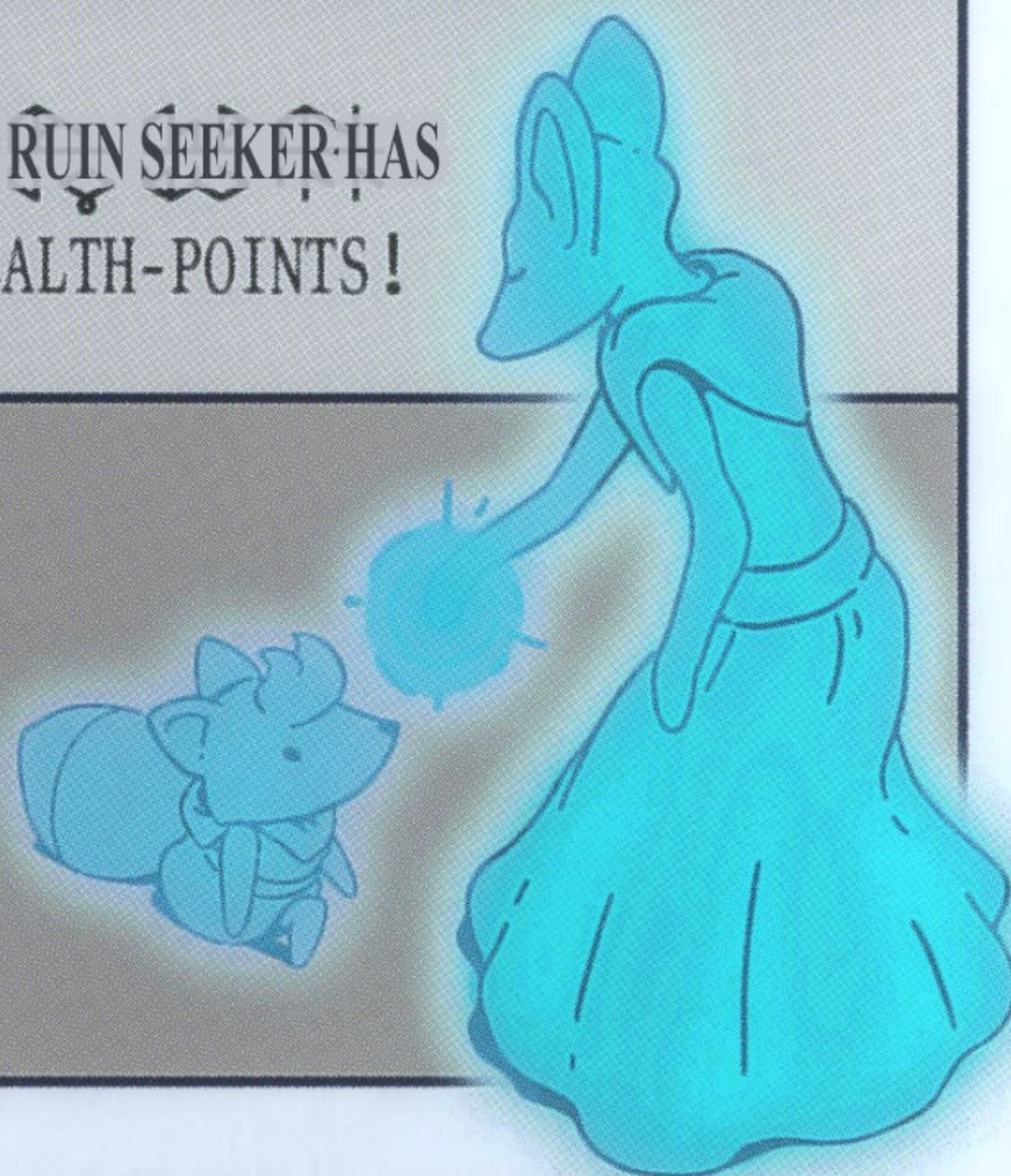
OH NO!



BAD NEWS! THE RUIN SEEKER HAS RUN OUT OF HEALTH-POINTS!

BUT WAIT!? A **STRANGE BEING** HAS GIVEN US ANOTHER CHANCE!

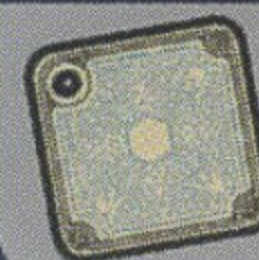
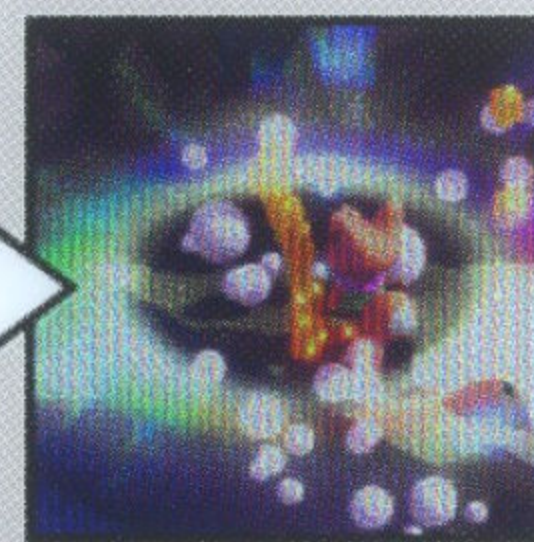
SUCH A DEBT IS A DANGEROUS THING TO HAVE...



WHAT WAS BUT IS NOW NOT



THE GHOSTLY FORM OF AN ECHO-OF-SELF. TOUCH IT TO BREAK ITS CONNECTION TO THIS CYCLE AND LET IT DRIFT BACK INTO THE SHORE. BE KIND, AS THIS IS YOUR FATE AS WELL.



CARDS CAN CHANGE ITS NATURE...

"YOU CAN DO IT!"



GARDEN KNIGHT

FUTURE CYCLES LOOK BACK WITH FAITH, KNOWING THE COURSE!! PERSEVERE AND BE SURE TO BOOST YOUR POWER DESPITE THE COST.

Try to be this strong

ATT

3


DEF

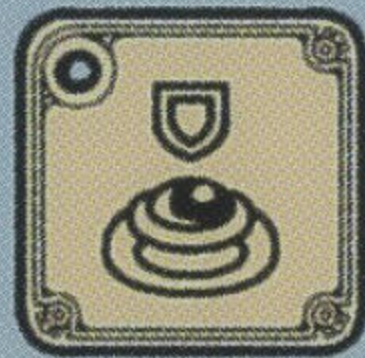
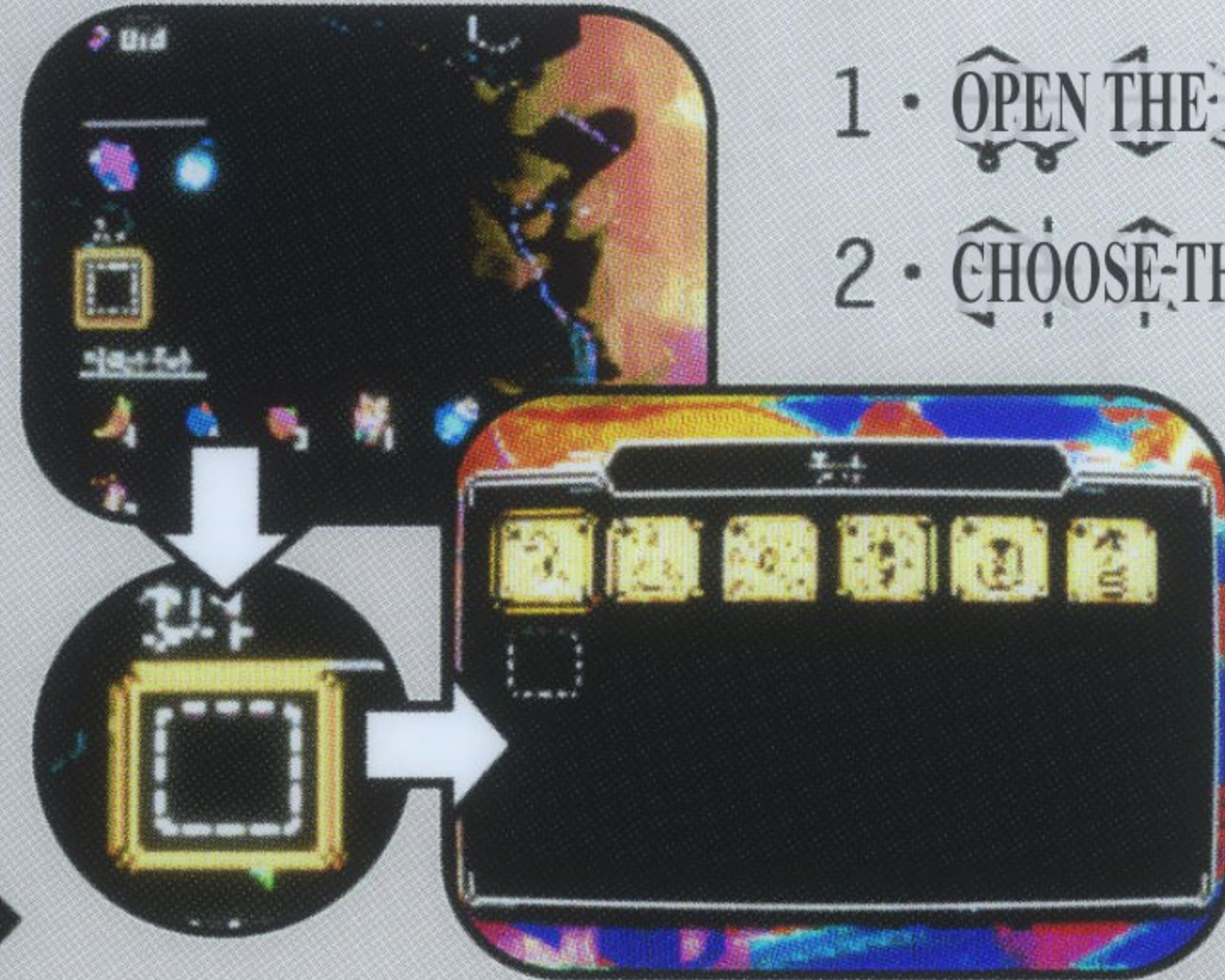
3



CARDS

CARDS CAN GRANT POWERFUL INSPIRATION!
CHANGE THEM OFTEN, DEPENDING ON THE
CHALLENGE YOU FACE.

- 1 • OPEN THE INVENTORY
- 2 • CHOOSE THE SLOT ICON ()
- 3 • CHOOSE A CARD TO MEMORIZE



CYAN PERIL RING

RAISES DEF WHEN YOU ARE IN PERIL •



INVERTED ASH

QUAFFED POTIONS RESTORE MP INSTEAD OF HP •



LUCKY CUP

FOES LEAVE HEARTS TO HEAL YOU A BIT. RARE. (15%)



MUFFLING BELL

SNEAK SNEAK SNEAK... FOES NOTICE YOU LESS.

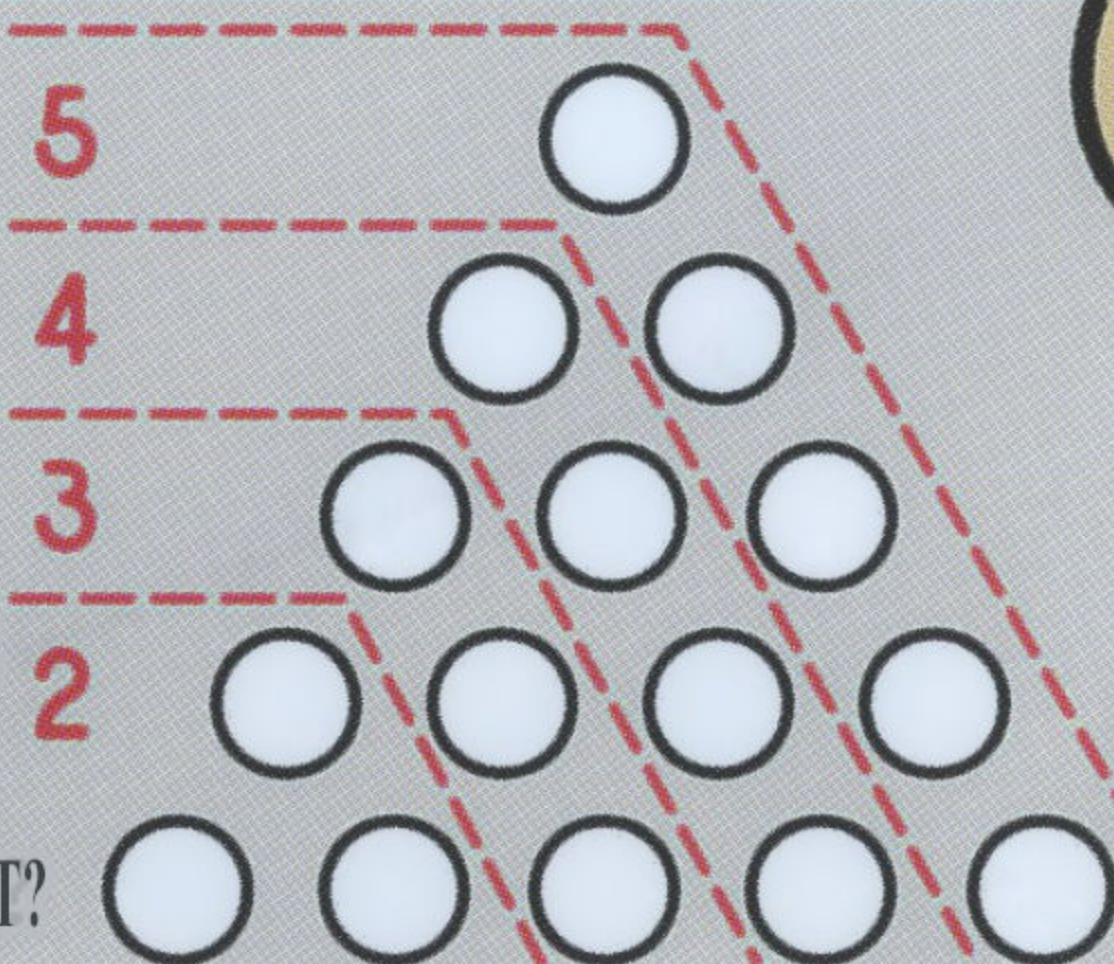
THERE ARE MANY MORE CARDS! WHAT DO THEY ALL DO? IT'S A SECRET!

51

WELLS AND COINS



GRANTING WISHES REQUIRES
PAYMENT, AND FURTHER
INSPIRATION REQUIRES WISHES.
THOSE WHO WISH ENOUGH CAN BE
FORMIDABLE INDEED... BUT TO
WHOM ARE YOU GIVING PAYMENT?

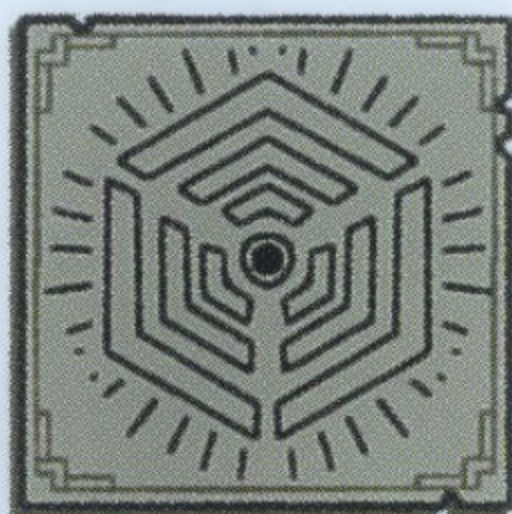


CHOOSE WISELY, RUIN SEEKER!

HELP!

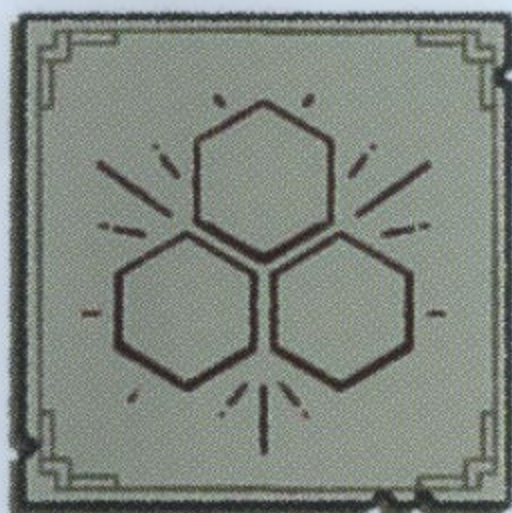
HINTS AND CLUES

STUMPED? HERE ARE SOME CLUES FOR YOU!
TRY TO HELP YOUR FRIENDS IF YOU CAN:-



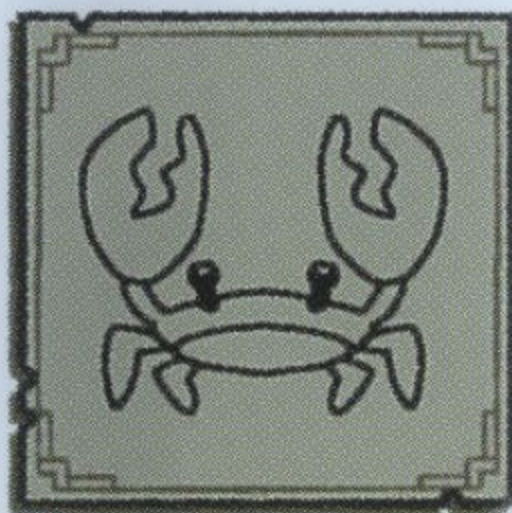
I ENTERED THE TEMPLE BUT IT WAS EMPTY. WHAT NOW?

HERE IS WHERE A RUIN SEEKER WOULD PLACE 3 KEYS.   



WHERE ARE THE KEYS?   

YOU CAN'T FIND ANY WITHOUT PRAYER... TRY  



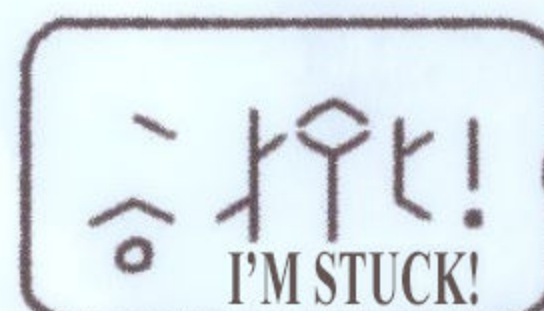
HOW DO I GET TO THE RUINED ATOLL?

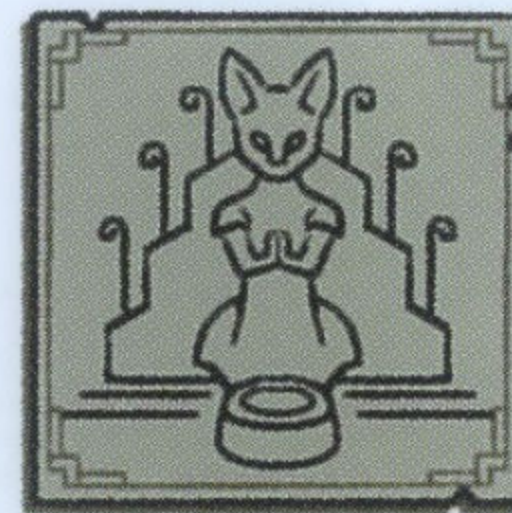
TRAVERSE THE FAR SHORE WITH  AND PRAYER.



WHAT IS THE SECRET OF THE GOLDEN PATH?

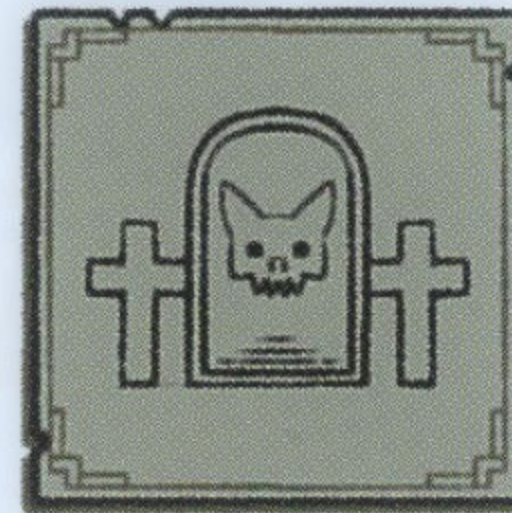
LOOK TO THE STARS, AND TO P. 49


I'M STUCK!



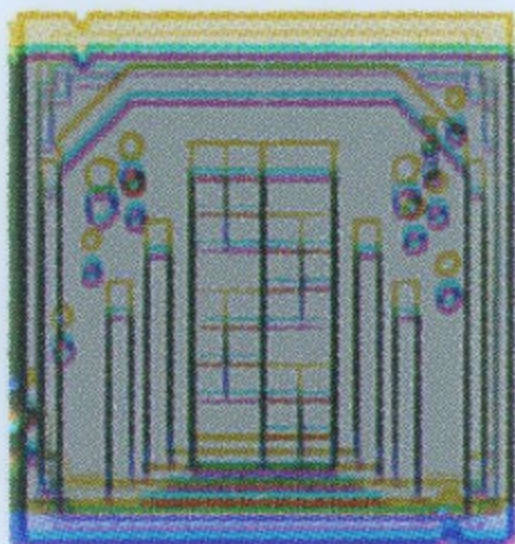
THE CHECK-POINT SAYS «DEAD»!?

IT MUST SEE TO THE CORE. LOOK FOR A NEARBY  



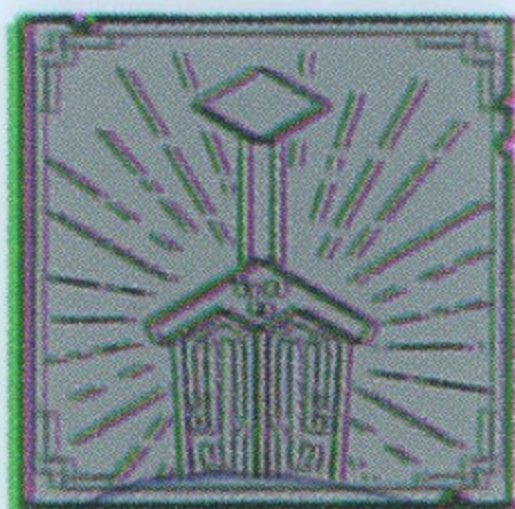
OLD BURYING GROUND IS TOO HARD! WHY?

IT IS A PLACE OF DESPAIR. ONLY GHOSTS MAY ENTER.



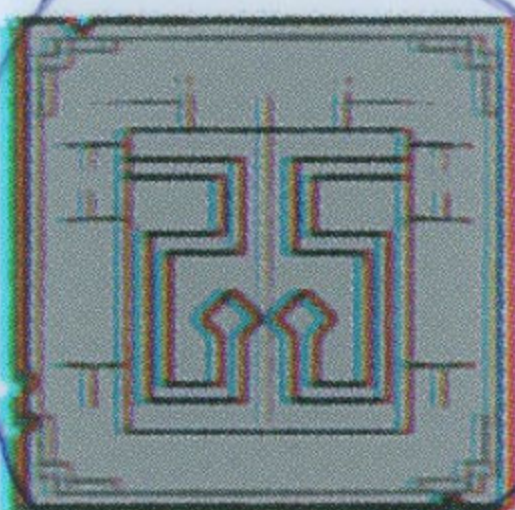
WHAT'S UP WITH THE DOOR IN THE MOUNTAINS?

ALL THE CLUES YOU SEEK ARE HERE IN THESE PAGES.



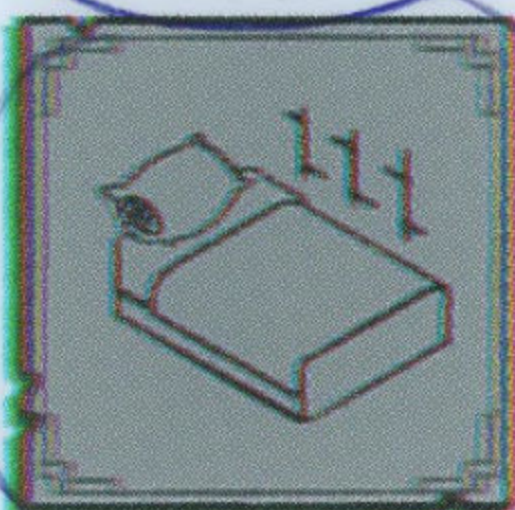
HOW DO I DEFEAT THE HEIR?

GATHER THE RELICS FROM THE HERO'S GRAVE .



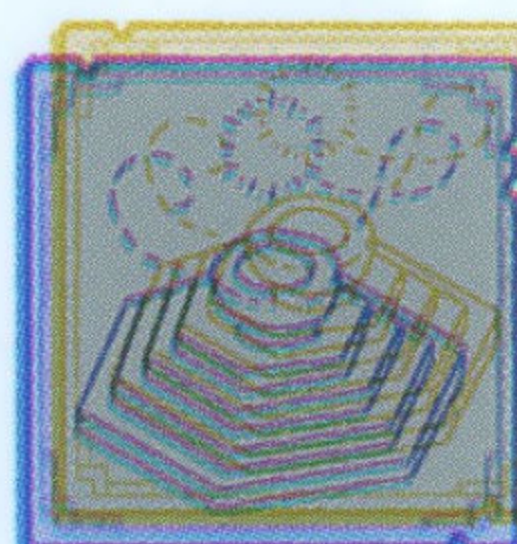
HOW DO I OPEN THESE DOORS?

SEEK THE HOLY CROSS .



CAN I GO BACK TO HOW THINGS WERE?

PERHAPS THERE IS A WAY. MAYBE THIS IS ALL A DREAM ...



WHAT'S BEHIND THE WATERFALL?

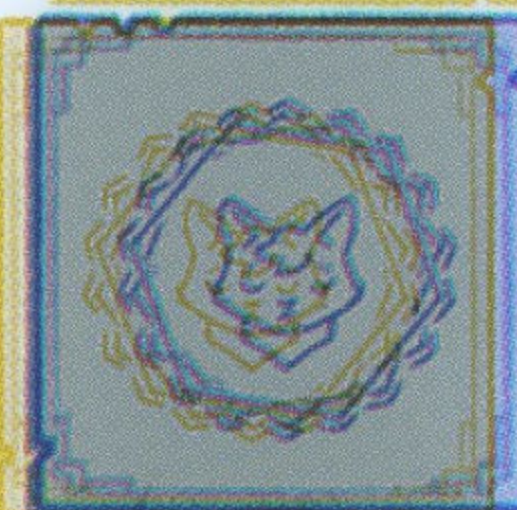
DO YOU KNOW OF THE FAIRIES ?

TURN TO P. 47 AND LOOK CAREFULLY ...



WHAT'S THE NEXT PIECE OF THE PUZZLE?

EVERY PAGE HAS A SECRET, EVEN THIS ONE.



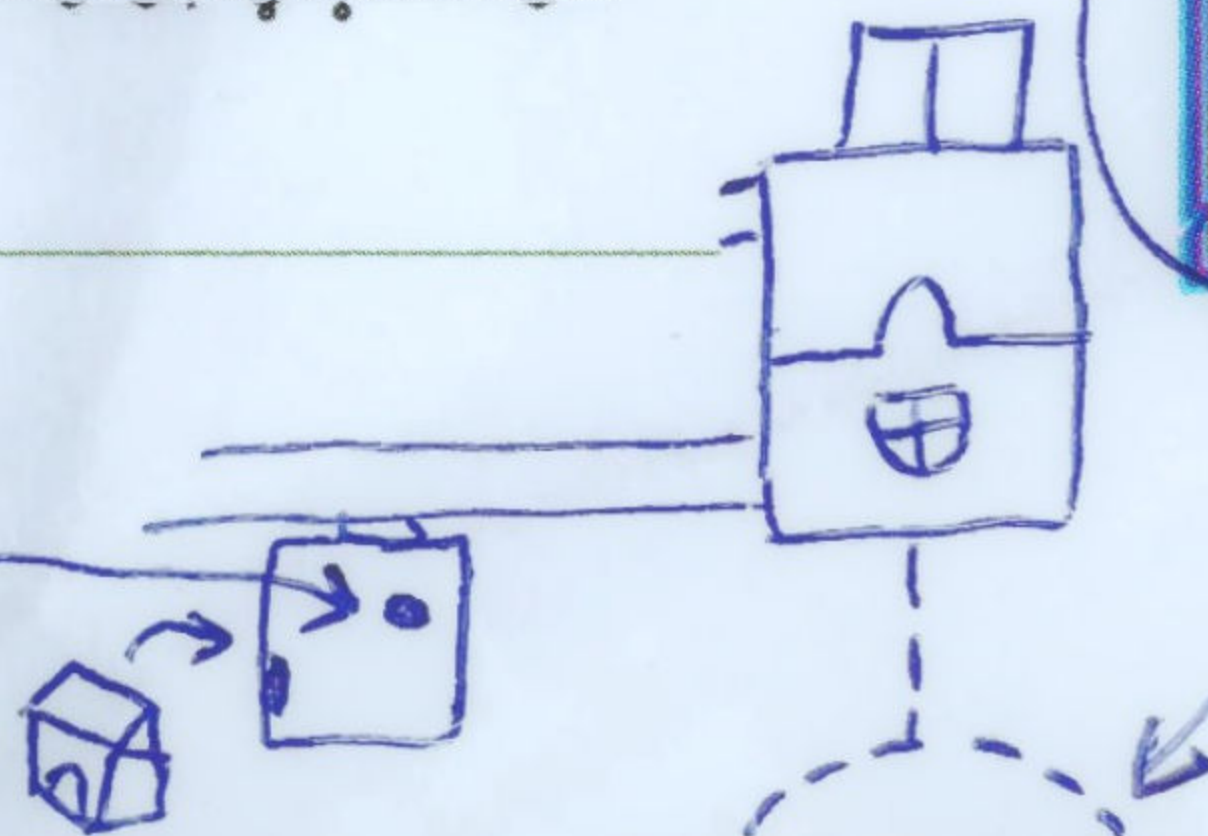
HOW DO I TRULY ESCAPE?

SHARE YOUR WISDOM AND BREAK THE CYCLE.



I FOUND A TREASURE. CAN I SEE THEM ALL??

YES, THERE IS A PLACE ...



DO YOU KNOW THE
SECRET WAY? GO TO THE
Door in the Mountains
AND CHECK BEHIND IT...

THE SECRET

TO PRAY, BE STILL FOR A
RUIN SEEKER, PRESS & HOLD

NO HOLY BEING WILL EVER HEAR
GIVE OF THEIR CORE AND AWAY



OF PRAYER

MOMENT AND REST:
D. [L] FOR A SHORT TIME.

YOU, BUT VENERATE THOSE WHO
TAKEN THE TOOLS OF A LOST AGE.

PRAYING...



3 SEC.






SURVIVAL TIPS

KEEP AN EYE ON YOUR BARS!



YOUR WILL TO GO ON. IMPROVE POTIONS WITH ASH () TO GAIN MORE **HP** PER SIP.



IF IT'S FLASHING, YOU'RE OUT OF BREATH. REMEMBER, YOU TAKE EXTRA DAMAGE! 



THE POWER OF YOUR SOUL. USING MAGIC ITEMS CONSUMES IT. SOME FOES LEAVE THEIR SOULS.

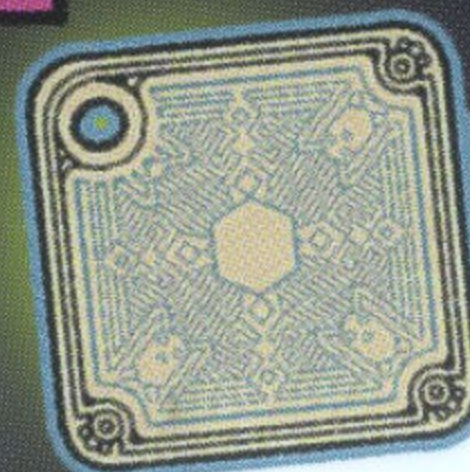


TIRED ALL THE TIME?

YOU CAN RUN!

YOUR STAMINA-POINTS REFILL, EVEN WHEN RUNNING, SO YOU CAN ENTER FIGHTS STRONGLY. ROLLING EVERYWHERE WILL EXHAUST YOU!

HOLD



TRY NEW CARDS

HAVE YOU DISCOVERED HOW TO USE CARDS? BE SURE TO MAKE WISHES IF YOU HAVE COINS.



 20



USE YOUR ITEMS

TODAY IS THE RAINY DAY, SO DON'T HOARD VALUABLE TOOLS. REWARDS AWAIT THOSE WHO USE LIBERALLY.



Extra BOMBS for some reason? You must like using them!

USE SPECIAL TECHNIQUES

ROLL AND SWORD AT THE SAME TIME TO PERFORM A FAST STAB.



NOTE: IT USES STAMINA-POINTS



CHECK THE MAP

SOMEONE HAS MADE MAPS FOR YOU! THERE ARE SECRETS HIDDEN IN THEM, SO LOOK CAREFULLY...

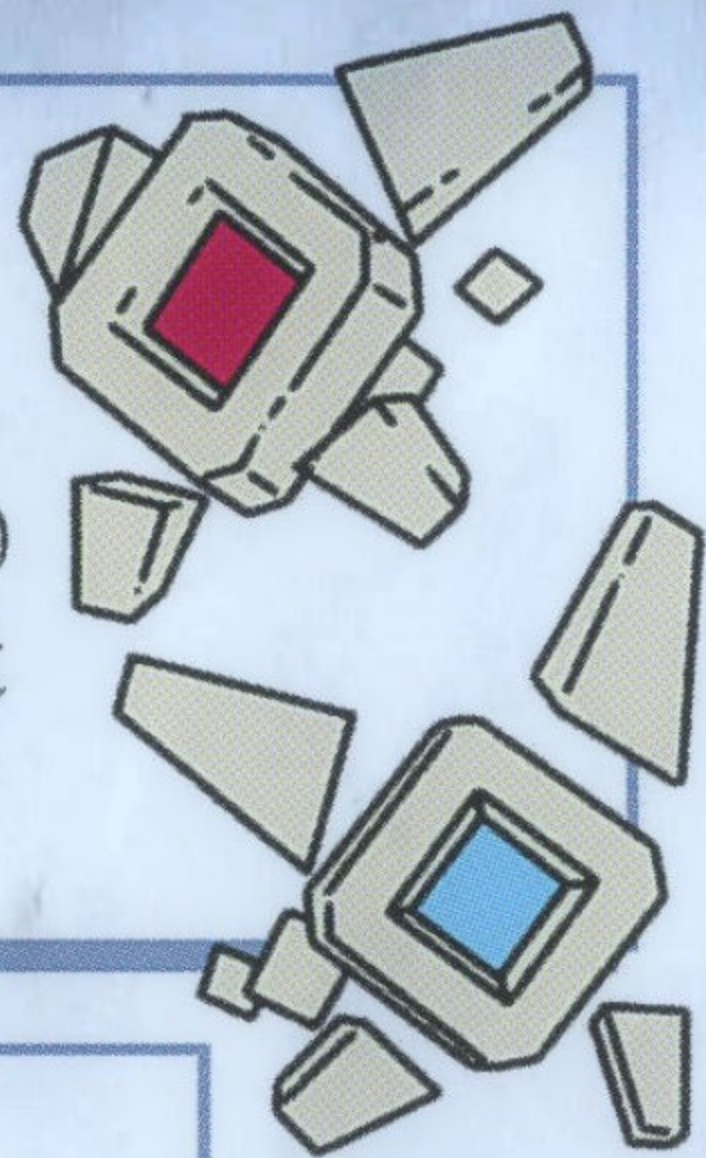


YOU ARE HERE



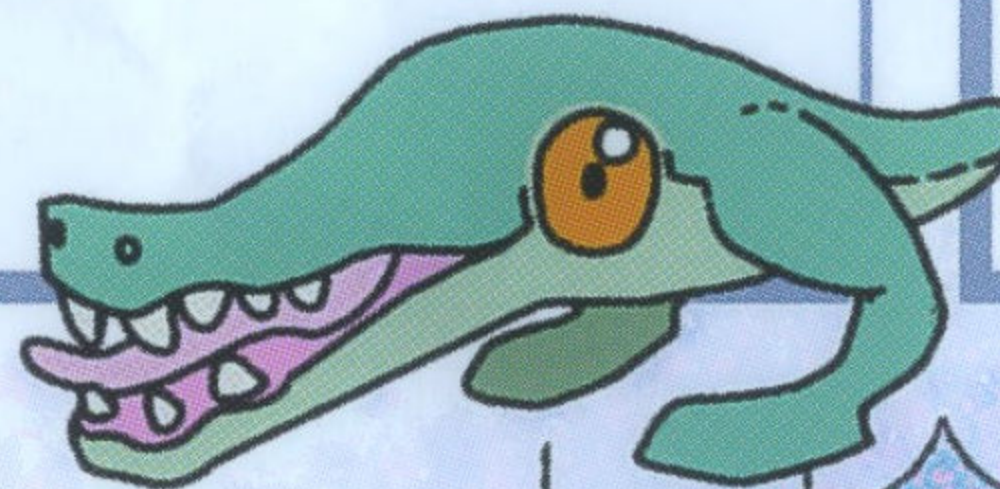
FAIRY FAIRIES

Curious pieces of the wall that have come to life. They seem intent on stopping you.



CHOMPIGNOM

Always hungry. It runs fast but can't turn very quickly. Dangerous as a family!

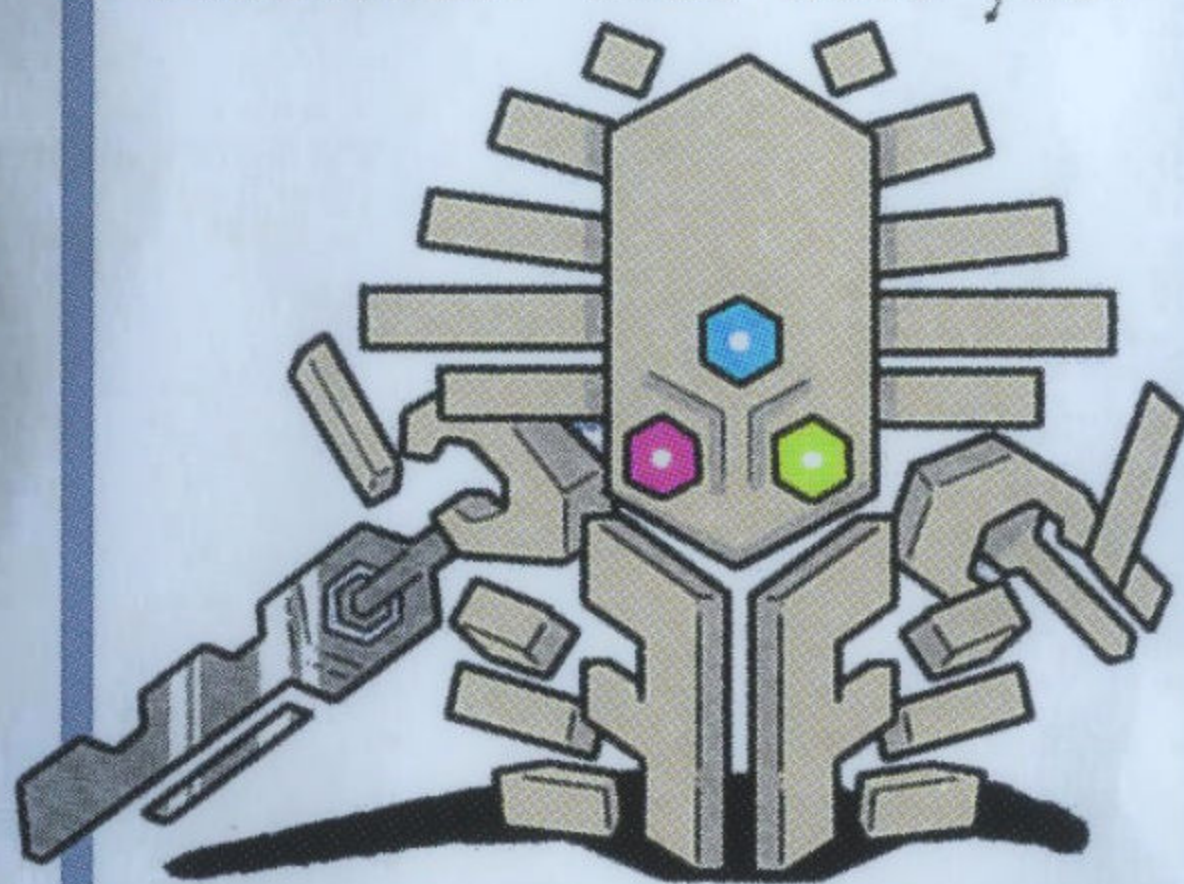


RUDELING

Ghost of a soldier who has forgotten why they fight. Follows orders but has no soul.

BOSS: ???

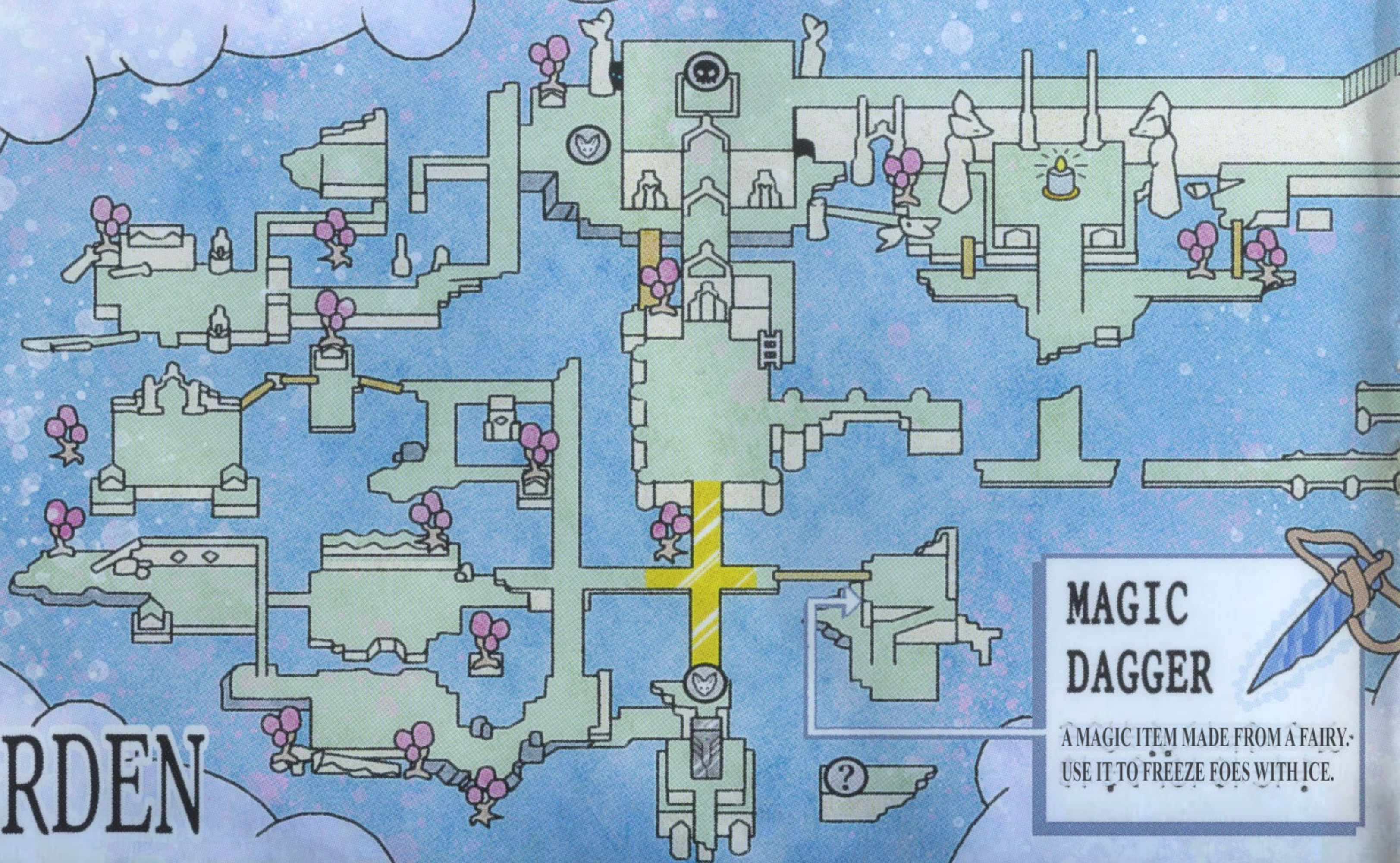
Blocks the way to the belltower. Will kill you.



TO THE WEST OF THE GREAT PALACE ARE THE GARDENS. MANY PATHS ARE BROKEN, BUT THERE IS A WAY.

THE

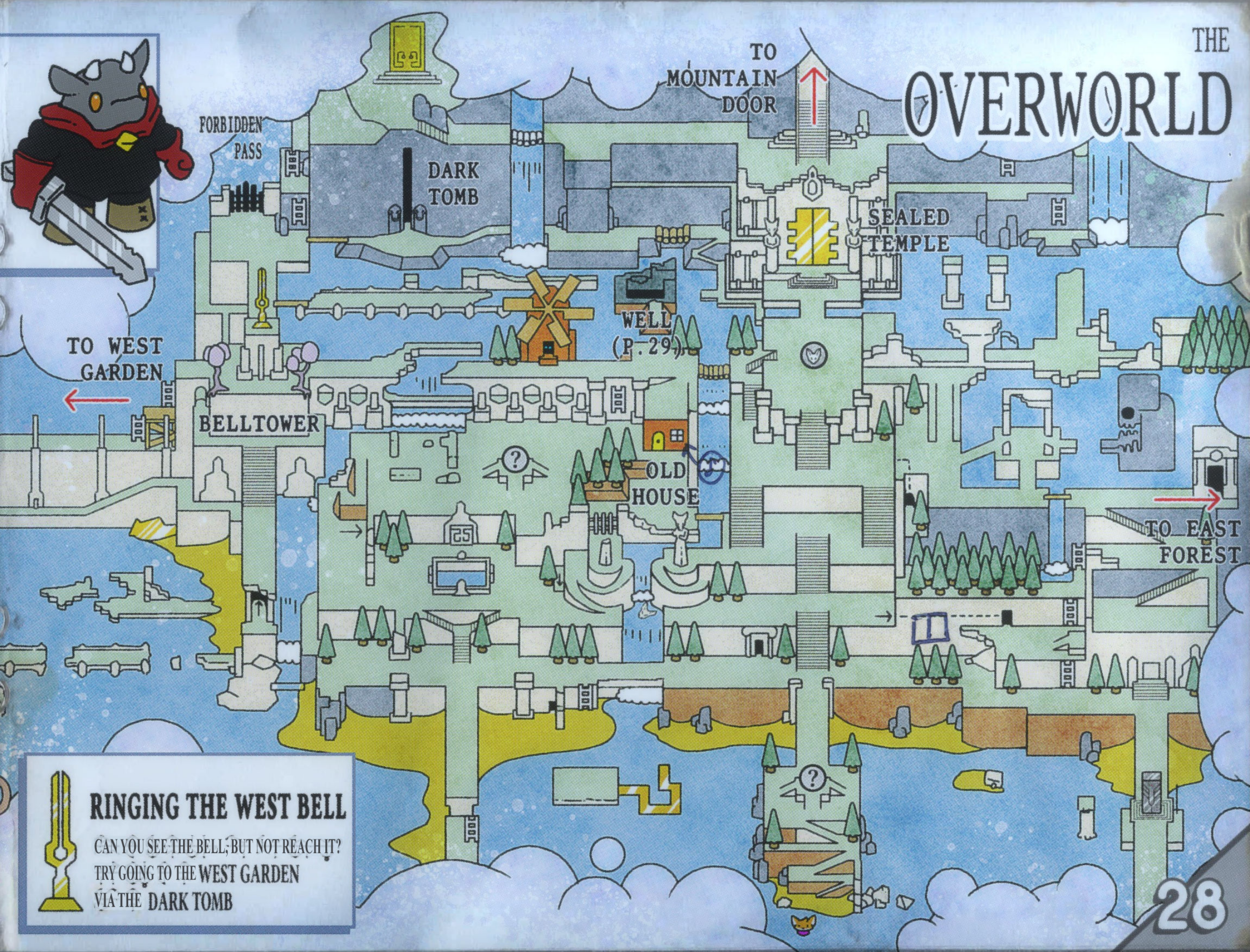
WEST GARDEN



MAGIC DAGGER

A MAGIC ITEM MADE FROM A FAIRY. USE IT TO FREEZE FOES WITH ICE.



FORBIDDEN
PASSDARK
TOMBTO
MOUNTAIN
DOORSEALED
TEMPLEWELL
(P. 29)TO WEST
GARDEN

BELLTOWER

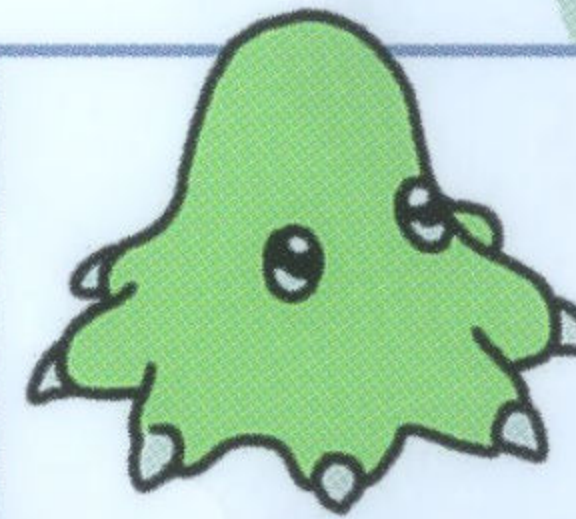
OLD
HOUSETO EAST
FOREST**RINGING THE WEST BELL**

CAN YOU SEE THE BELL, BUT NOT REACH IT?
TRY GOING TO THE WEST GARDEN
VIA THE DARK TOMB

UNDER THE WELL

FLOODED LAIR BENEATH THE SURFACE, FILLED WITH MONSTERS.
WALKING IN WATER WILL SLOW YOU, BUT ALSO SOME FOES.

WATCH OUT FOR WHAT LIES BELOW...



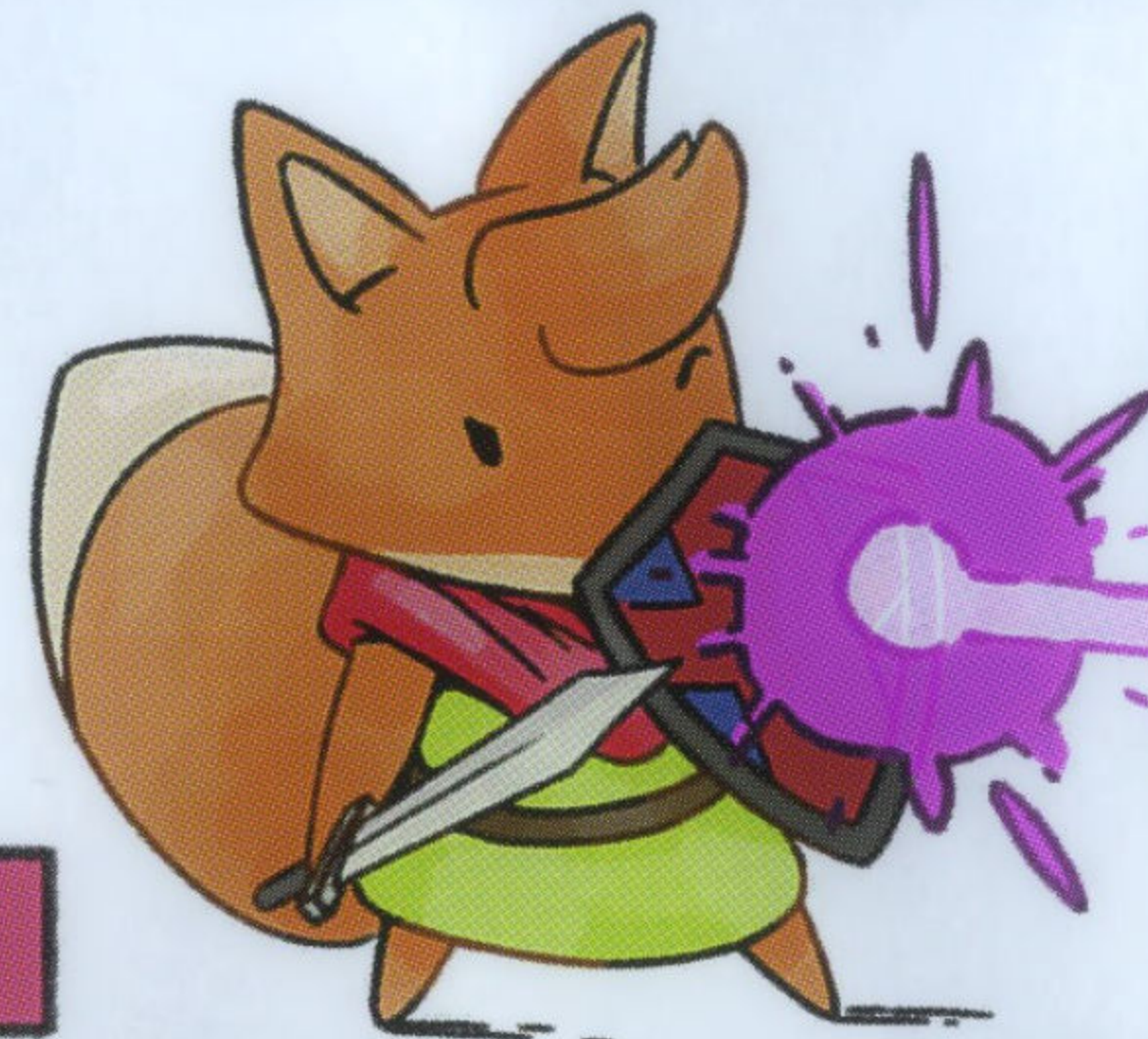
SLORM

A type of slime who just wants to be close to you. Stun it by blocking.



AUTOBOLT

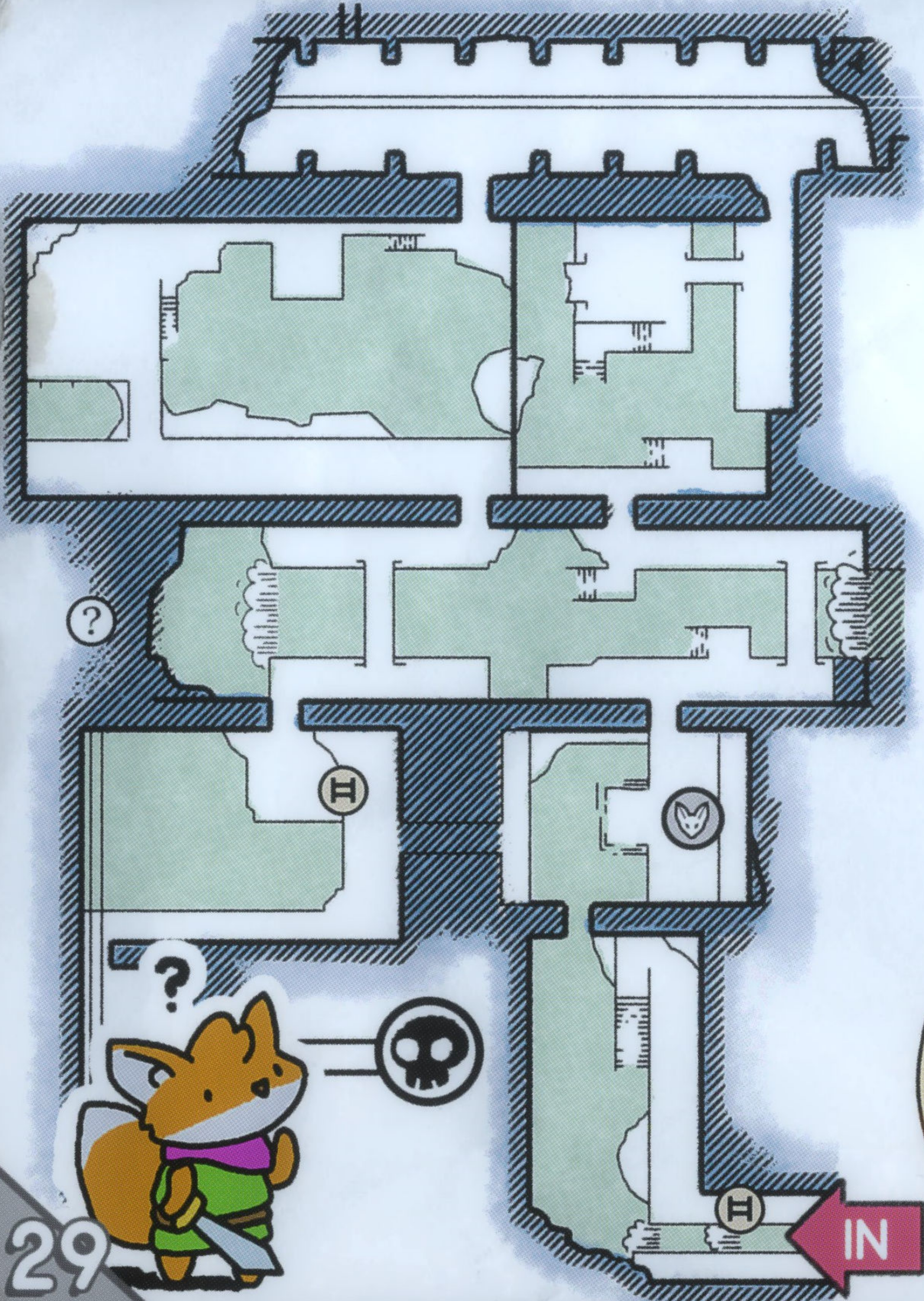
It wants to protect something, but what? Circle around and use the shield.



TIP!

USE A SHIELD!

(WATCH YOUR VIGOR!)

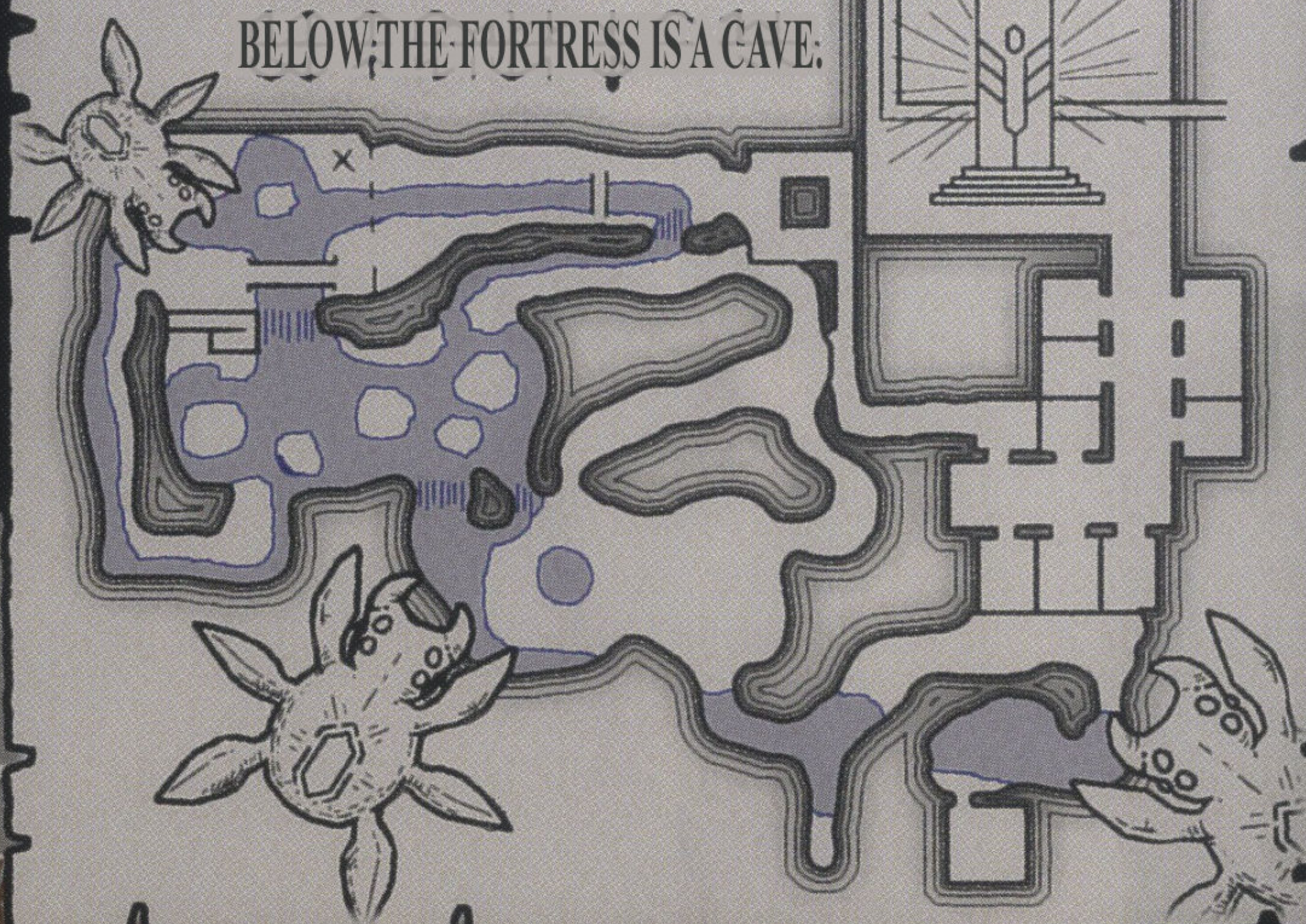
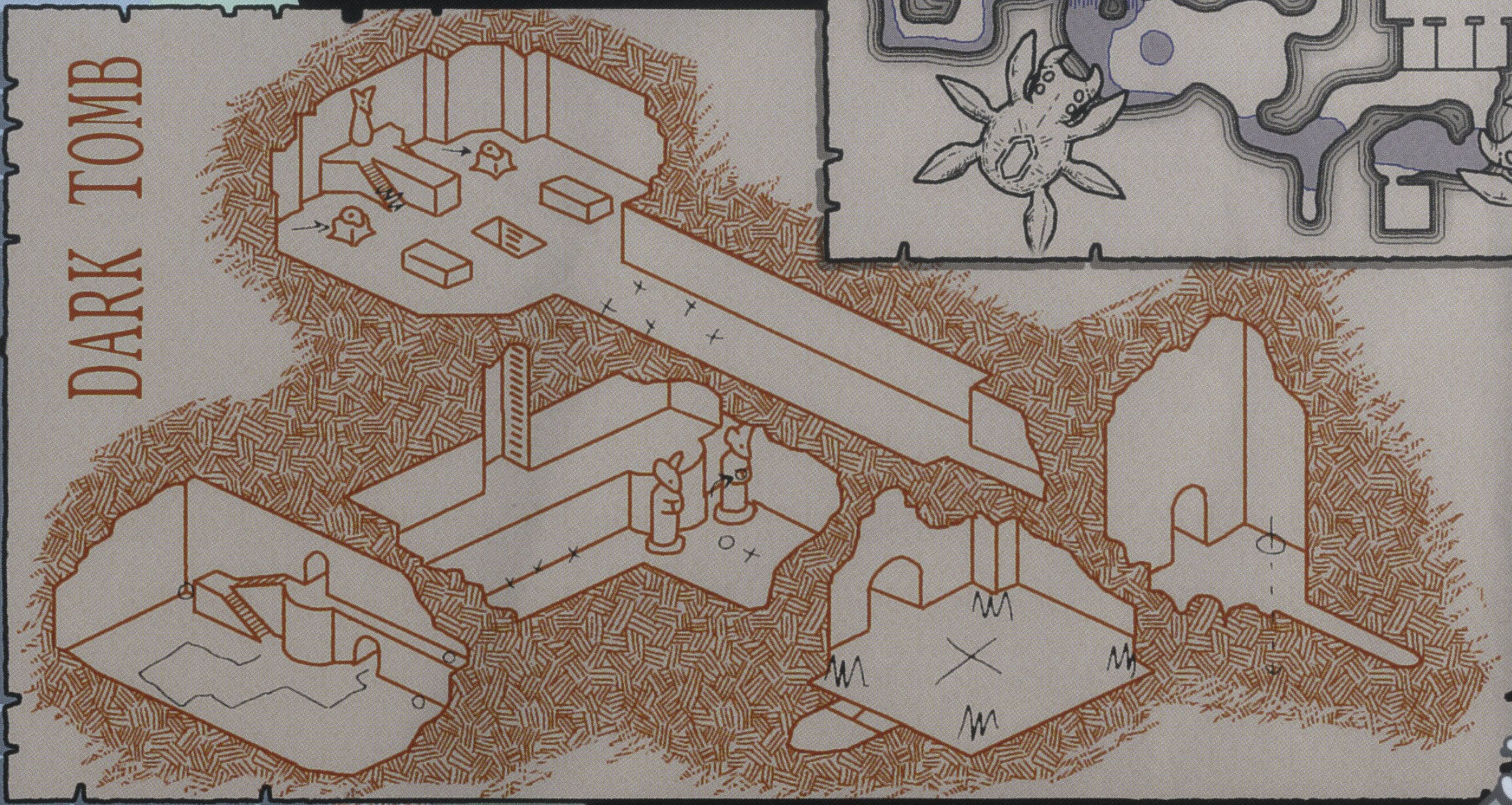


& BENEATH THE EARTH



BENEATH THE EARTH ARE
MANY SCARY PLACES.
BE SURE TO TAKE A
LANTERN.

DARK TOMB



BELOW THE FORTRESS IS A CAVE.

ONE KEY TO THE SHADOW OUBLIETTE IS GUARDED BY THE LAST GREAT MACHINE OF WAR.
WHEN THE SIEGE WAS DONE, THIS BEAST WAS COAXED INTO THIS LONELY PURPOSE.

Fortress of the Eastern Vault



THE LAST MACHINE OF WAR SIEGE ENGINE



CUSTODIANS

Caretakers of the Vault who have learned some magic. Candles can be put out.

SPYRITE & SAPPHARACH

Don't be fooled! The mark on their backs is a trick.



TO THE DARK CAVE
p. 30

TO OVERWORLD

THOSE WHO LIVE IN THE FORTRESS DO NOT KNOW THE SECRETS OF **PRAYER**.
USE YOUR KNOWLEDGE WISELY; AND WHO KNOWS WHAT YOU WILL FIND...

PRAYER

24



TO THE FAR SHORE



TO THE HERO'S GRAVE

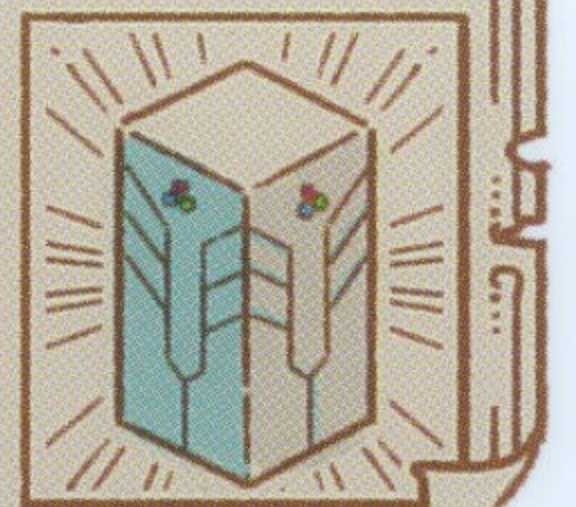
THE RUINED ATOLL

UNDER THE LIBRARY IS THE SKELETON OF A GREAT ABBEY THAT SERVED AS ITS ANNEX.

ONCE, SOME OTHERS MADE THIS THEIR HOME, AND BUILT ON THE RUINS.

ONLY FLORA AND FAUNA LIVE HERE NOW, BUT THE FROGS MAY BE ON PATROL...

SUMMONING THE LIBRARY PATH MEANS
VENERATING TO THE 4 CORNERS, SO
TAKE A KNEE!





HUSHER

A friendly bird that loves to eat slorms.



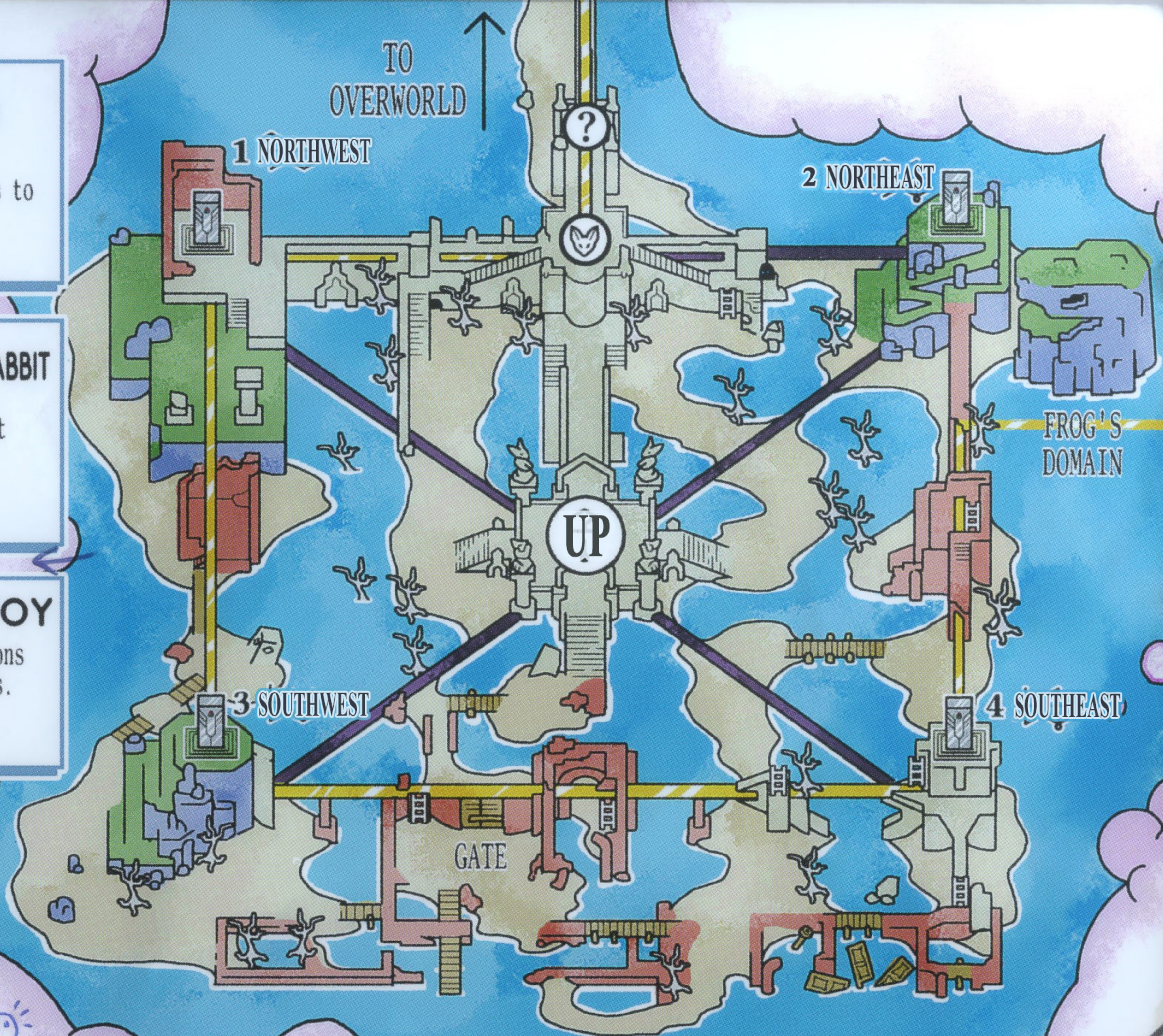
CRABBO / CRABBIT

Crabbo has a hard shell, but crabbit has pals.



ENVOY

More questions than answers.



Still in training.
They take turns
attacking.



Grownups have hooks
on their tongues.



Well equipped. Always
tries to attack 3 times.



A baby slorm who
cannot spin yet, but
is still useful.



THE FROG'S DOMAIN



FORBIDDEN

MAGIC
ORB



ROTATE IT AROUND THE FORBIDDEN AXIS AND
PARTIALLY SUMMON A DISQUIET BEING.

MANY

HAVE SOUGHT THE SECRETS OF
THIS WORLD, DRAWN BY THE GREAT POWER
AND OTHER SECRET LEGENDS.


THE LIBRARIAN HAS LEARNED MUCH,
INCLUDING POWERFUL SORCERY. HE MAKES
HIS HOME HIGH ABOVE THE CLOUDS,
WAITING FOR FOOLISH RUIN SEEKERS
TO BRING HIM MORE PAGES.

ALTHOUGH POWERFUL, HIS TRAGEDY IS HIS
BELIEF THAT THE HOLY CROSS RESIDES
IN THE CATHEDRAL.

HE WILL NEVER VISIT THE FAR SHORE.



BOSS OF THE SCAVENGERS

WILL STOP AT NOTHING
TO OBTAIN THE .
SHE HAS LONG KNOWN
THAT IT LIES IN
THE Rooted Ziggurat
BUT HAS ONLY NOW ENTERED
ITS DEPTHS. IT COST
MANY LIVES,
BUT ANY PRICE WOULD
BE ACCEPTABLE.

RIFLE

Built out of
autobolt parts, but
can only shoot once.
Scavengers with this
will try to keep
their distance.

MINER'S GREATSWORD

Beefy scavengers use
this to crack open
odd architecture and
you.

BOMBS

Watch out for miners
who use these. They
try not to hurt
their allies but
accidents happen.

MONASTERY

ONCE A PLACE OF WORSHIP FOR THE GODS THOUGHT TO LIVE BENEATH THE EARTH, IT WAS ABANDONED WHEN THE CATHEDRAL'S INFLUENCE REACHED ITS PEAK.



CAVITY

EXPOSED FOSSIL THAT HAS DENTED A PATCH OF LOCAL TRUTH OUT OF THE CANONICAL PLANE. BEING NEAR IT DOES NOT HURT, BUT DOES INSTILL A TERRIBLE FEELING OF HOPELESSNESS.

THE ROOTED ZIGGURAT

A HOUSE FOR STRANGE GODS, EXPOSED BY EROSION AND GREED.



GUN

POWERFUL, BUT USES A LOT OF MAGIC. SAVVY EXPLORERS HAVE BEEN KNOWN TO QUEST FOR THIS SOON AFTER THEIR ARRIVAL.

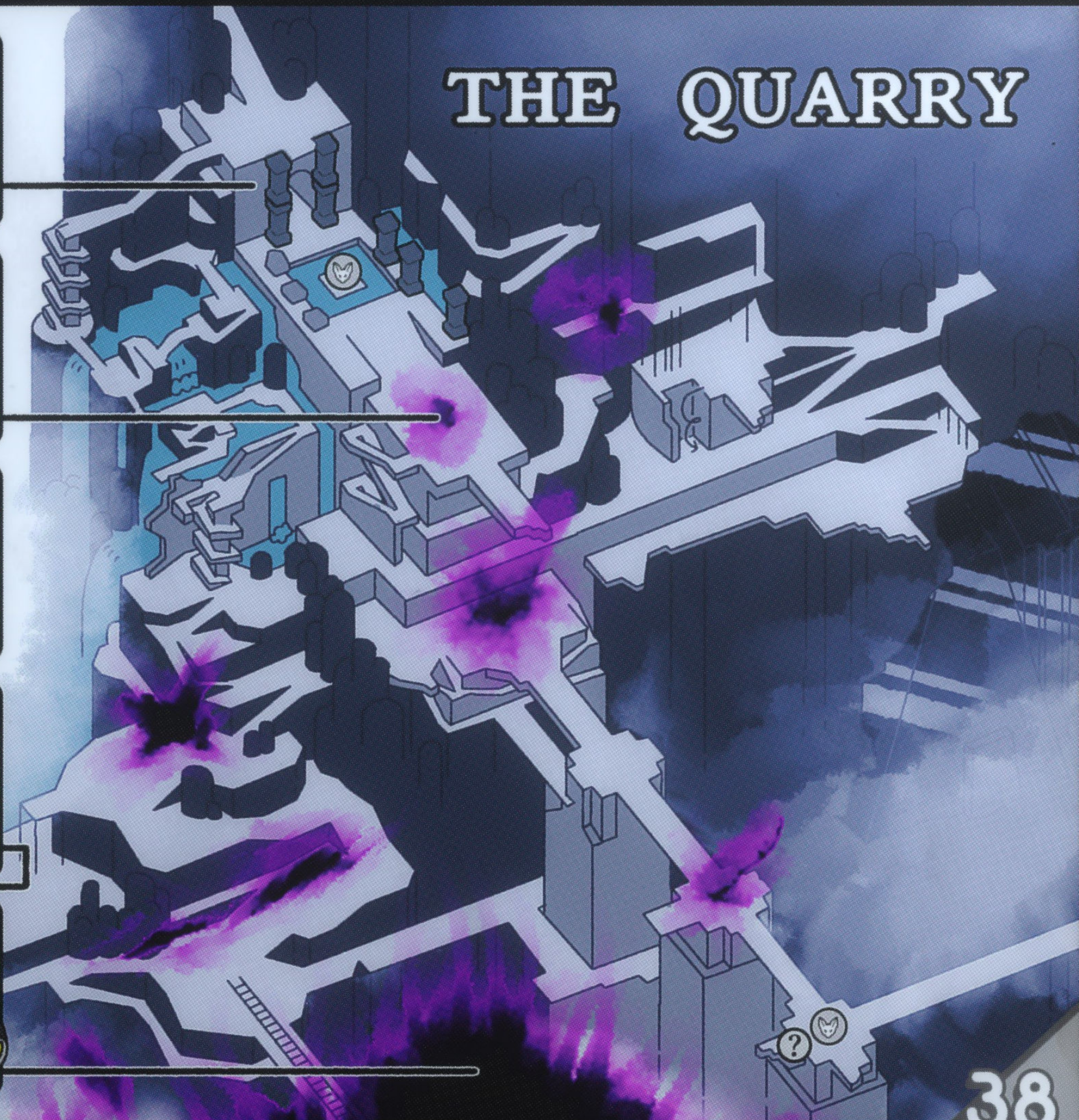


LOWER MIASMA

THE BOTTOM OF THE QUARRY WILL SAP YOUR WILL TO GO ON, UNLESS PRECAUTIONS ARE TAKEN. WERE THE RUMORS THAT "THE AIR IS POISONED" MISUNDERSTOOD BECAUSE OF THIS MIASMA?

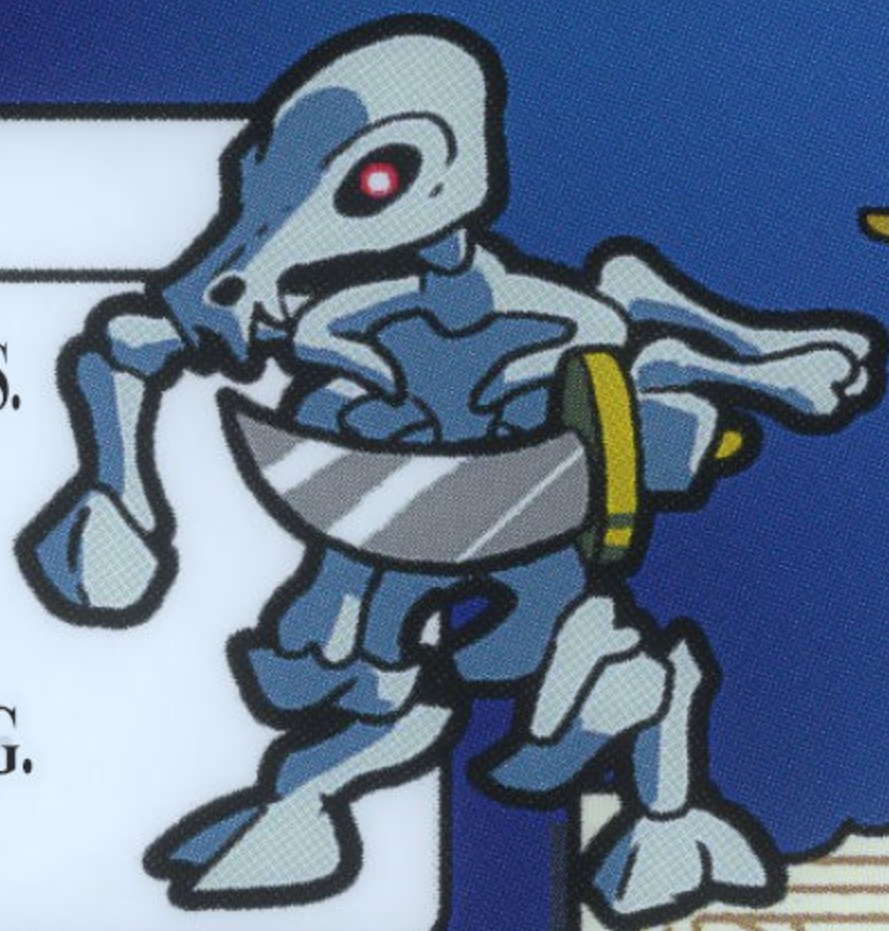


THE QUARRY



FLEEMERS

EQUIPPED IN VARIOUS WAYS.
THE FLESH MAY BE
STRIPPED AWAY BUT THE
WILL TO FIGHT IS STRONG.



PHREND

A DISQUIET FRAGMENT
WHO LIVES IN A SKULL
AND WANTS TO TASTE EVERYTHING.



LOST ECHO

AN ECHO-OF-SELF
FROM A PAST RUIN SEEKER
WHOSE OWNER GAVE UP.
WATCH AND LISTEN CLOSELY,
AND RELEASE IT FROM ITS AGONY.

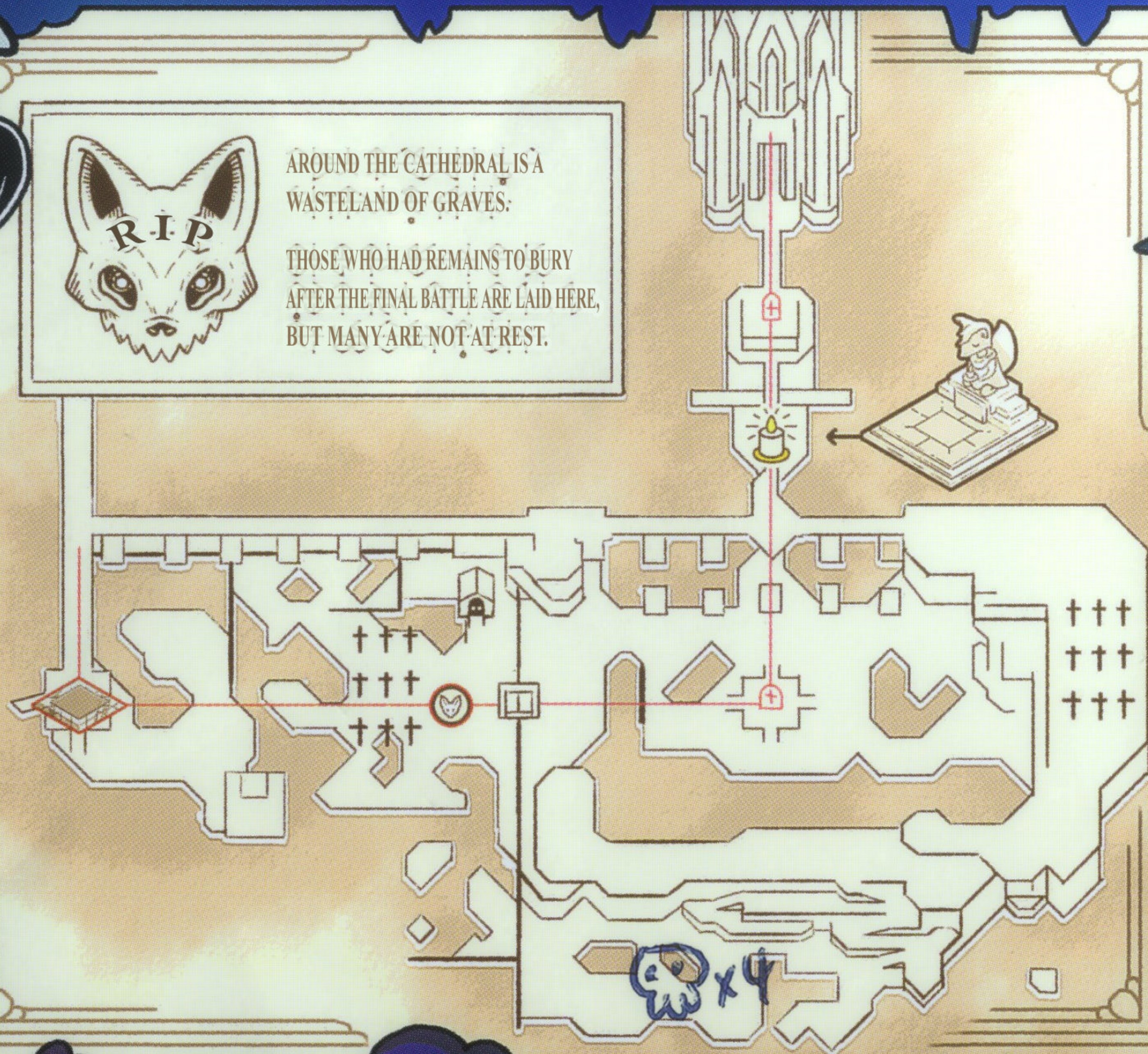


This zone is extremely dangerous and is best left alone, even if you're feeling brave. Only ghosts are permitted to enter the Inner Grounds.



AROUND THE CATHEDRAL IS A
WASTELAND OF GRAVES.

THOSE WHO HAD REMAINS TO BURY
AFTER THE FINAL BATTLE ARE LAID HERE,
BUT MANY ARE NOT AT REST.



THE SWAMP

OLD BURYING GROUND

THE CATHEDRAL

THE SEAT OF POWER FOR THE FIRST HEIR

- 1 THE SOUND OF CHANTING IN THE HEIR, AIR.
- 2 A LARGE CHAMBER FILLED WITH THE SMELL OF INCENSE.
- 3 A SHAFT DESCENDS INTO BLACKNESS. ACTIVATED BY 10.
- 4 DOORWAY TO EASTERN ROOMS.
- 4a A GROUP OF LOST FRIENDS COVET THE ELIXIR.
- 4b THE BAPTISMAL FONT.
- 5 UPPER BALCONY OFFERS A VIEW OF THE MAIN HALL.
- 6 IN THE LIBRARY THERE IS A DOUBLE SECRET.
- 7 A ROUGH HEWN PASSAGE.
- 8 A MOONLIGHT BRIDGE BLOCKS ACCESS TO A TREASURE.
- 9 THE CHALICE / VESSEL.
- 10 DEVICE TO POWER THE LIFT 3.
- 11 LIFT-SHAFT.
- 12 RUINED CHAMBER. HAS CHECKPOINT.
- 13 GAUNTLET WITH 6 CHALLENGES.



Legend says
wearing this
allows you to do
something
extraordinary.

THE FAR SHORE

THE SHADOW OUBLIETTE



QUARRY



WEST GARDEN



RUINED ATOLL



SEAT OF THE HEIR



EASTERN VAULT



TOWN RUINS



STOLEN DEVICE 



RUIN SEEKER ARRIVAL

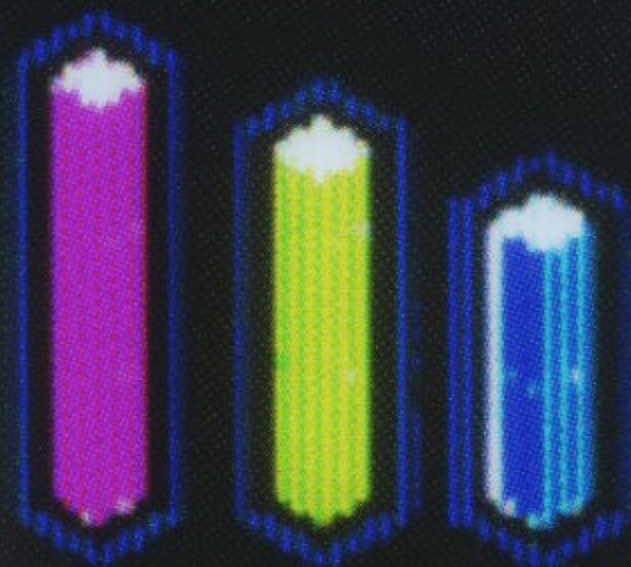


UNDERSTANDING THE STRANGE EFFECTS OF THE FAR SHORE



NORMAL

OFFERINGS TO THE HEIR GIVE POWER IN THE CORPOREAL REALM.



IN FAR SHORE / GHOST

YOU ARE A SHADOW OF YOURSELF, AND THE FALSE GIFTS OF THE HEIR HAVE NO EFFECT.



WITH HERO RELIC

ATTUNE TO A TRUE MEMORY OF YOURSELF, INSTEAD OF A PALE RETELLING.



HOW DOES A RUIN SEEKER BECOME A HERO?

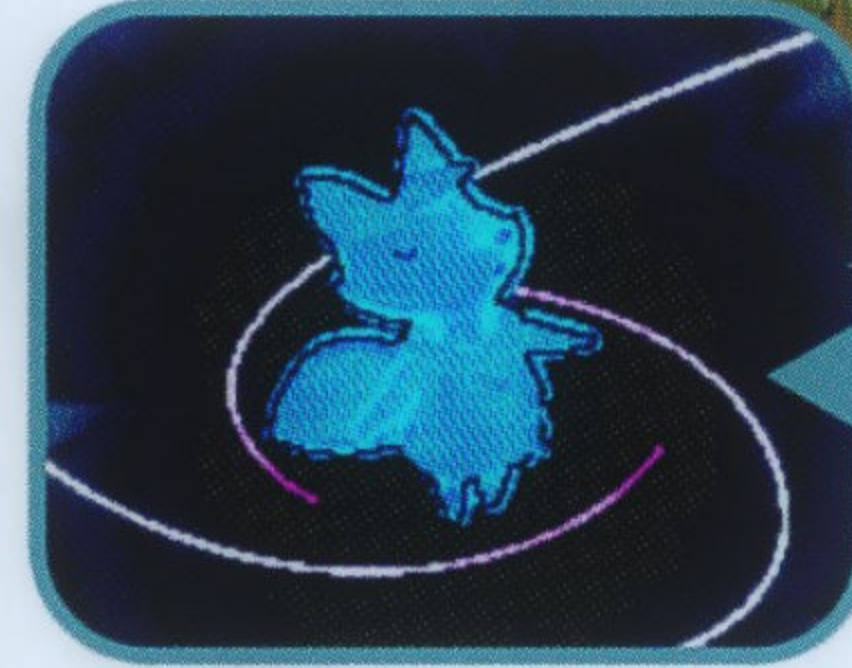
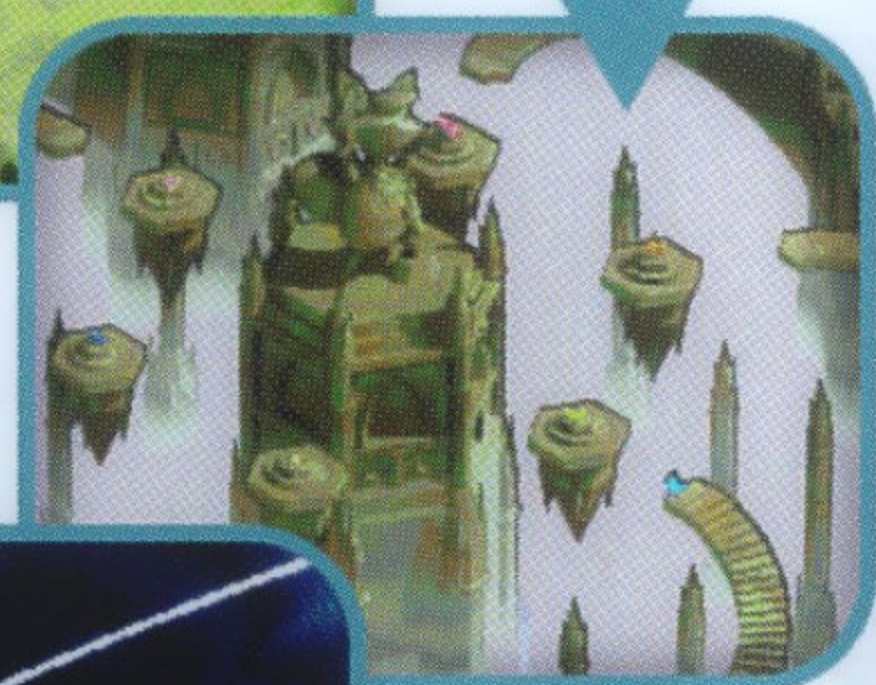


p. 23

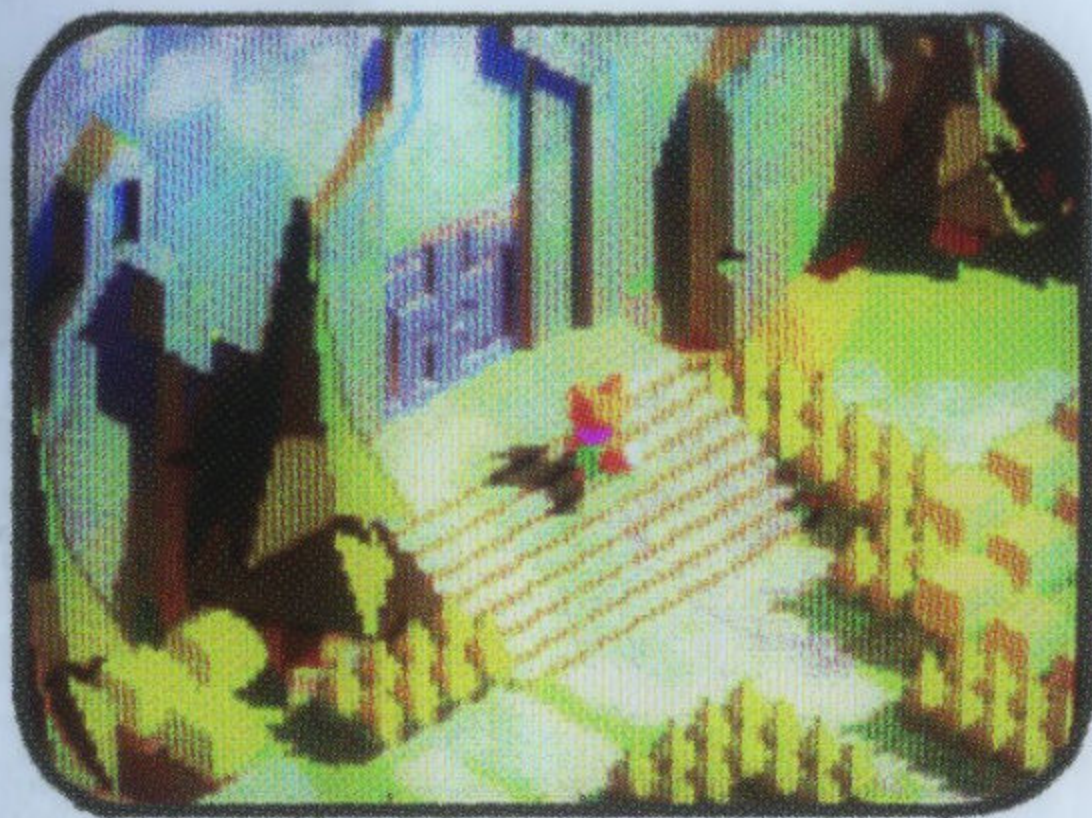
SEEK THE
AND PRAY...



... TO VISIT
The Hero's
Grave

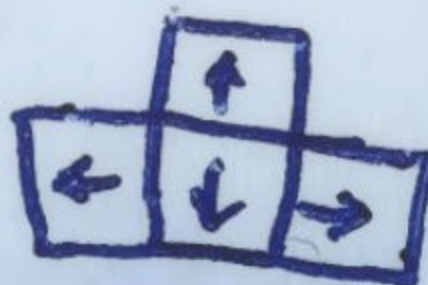
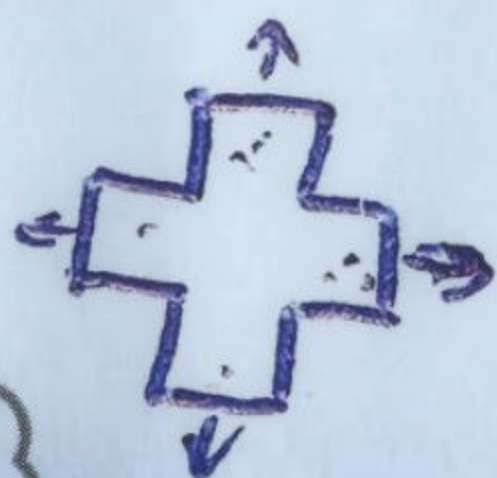


& CLAIM YOUR
HEROIC PAST:



THE RUIN SEEKER BEGINS TO UNDERSTAND THE HOLY CROSS

↓ → ↑ ← ↑ →



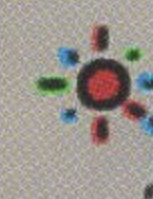
Hidden Secrets

MUCH IS HIDDEN IN THIS WORLD,
BOUND BEHIND THE POWER OF
THE HOLY CROSS.

PROVE TO THOSE WHO GAVE OF THEIR
CORE THAT YOU KNOW OF IT DEEPLY.



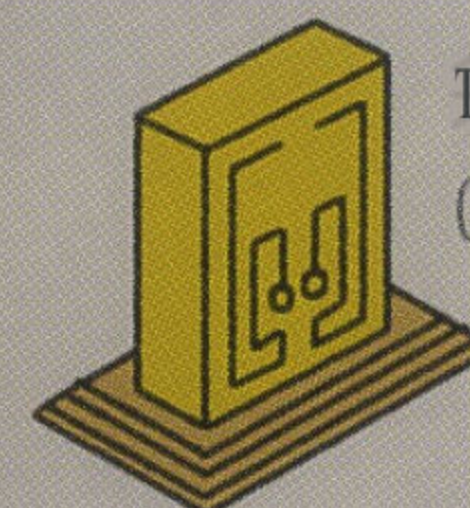
OPEN THE VAULTS LEFT TO HELP
WISE RUIN SEEKERS.



FREE THE SOULS THAT STAYED BEHIND TO
GUIDE YOU AND RECEIVE THEIR GIFT.

49

FOLLOW THE GOLDEN PATH.



THE MONOLITH IN
OVERWORLD

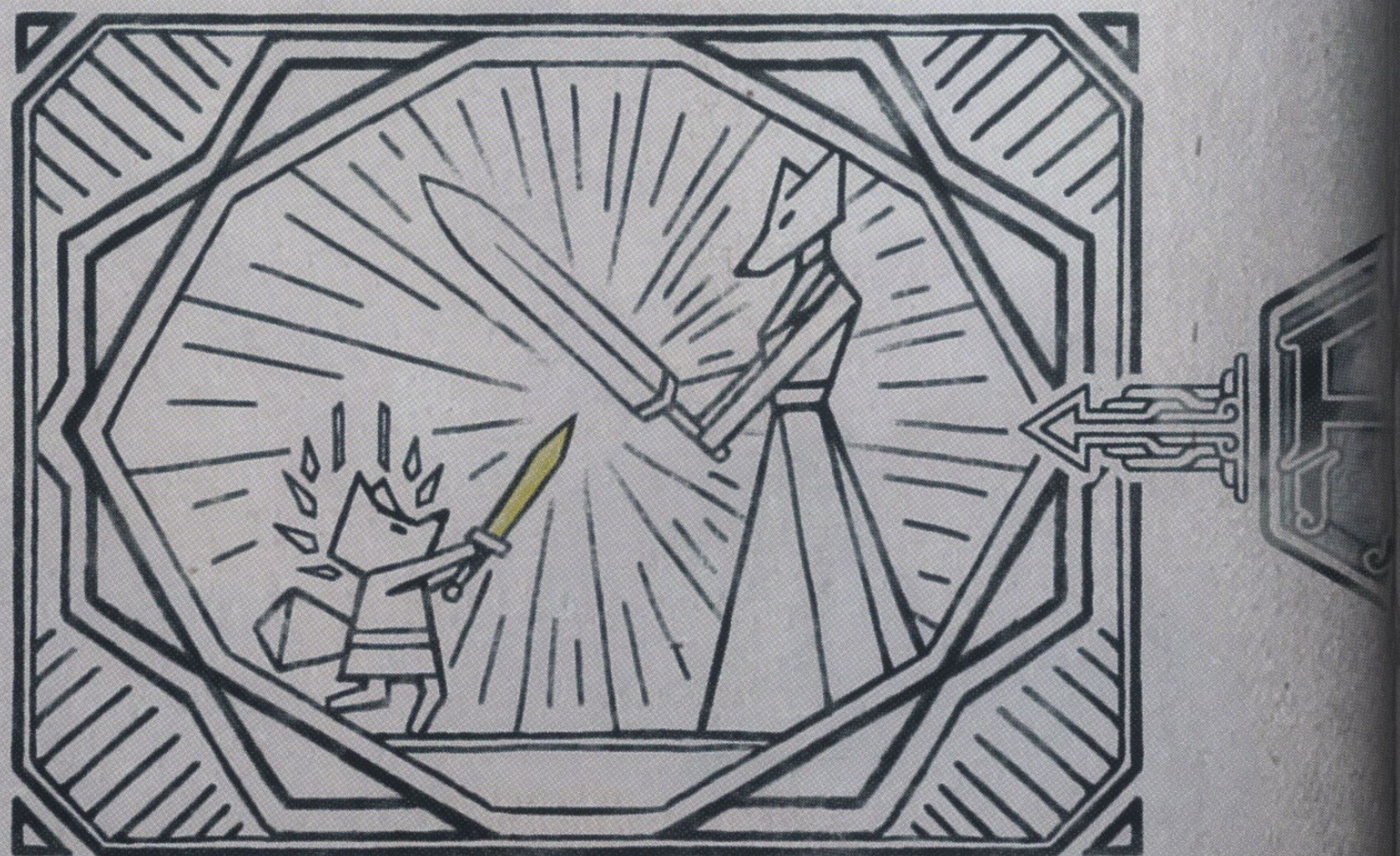
Clearing The Game

A

TAKE YOUR RIGHTFUL PLACE

EXTINGUISH THE BEACON'S
LAST SPARK AND BECOME
A FRESH MARTYR.

COURAGE THAT IS UNTEMPERED
BY KINDNESS RISKS EATING
ITSELF FOREVER...



or Seeking An End

SHARE YOUR WISDOM

B



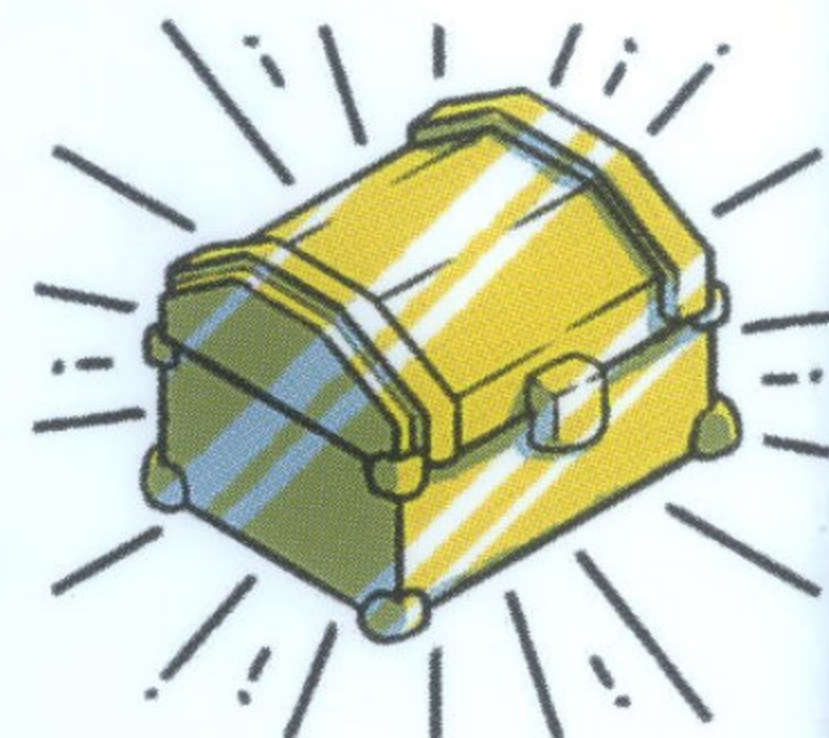
... WISDOM THAT IS
UNTEMPERED BY KINDNESS
IS NO WISDOM AT ALL.

BE FREE.

*Use the power of the Holy Cross
and traverse the Golden Path*

THE FAIR

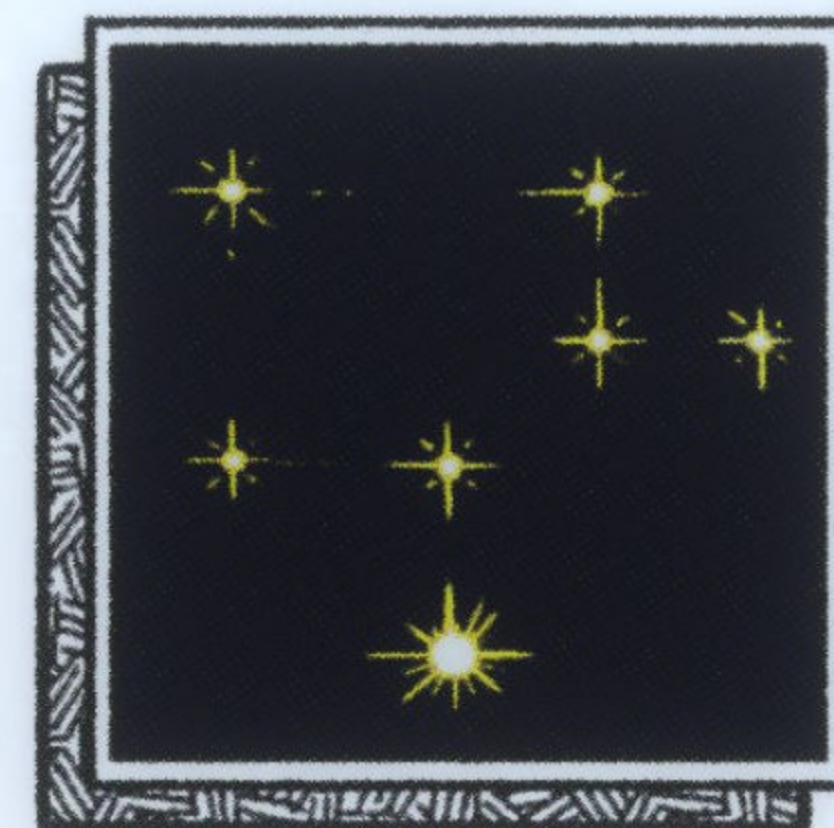
FAIRY SOULS ARE TUCKED AWAY IN ALL CORNERS OF THE WORLD. THEY LOCK THEMSELVES IN GOLD BOXES, AWAITING A CLEVER RUIN SEEKER WHO KNOWS THE POWER OF HOLY CROSS.



A HIDDEN FAIRY WILL ALWAYS LEAVE A TRACE OF MAGIC NEARBY. THEY AWAIT A PARTICULAR SONG AND LISTEN FOR IT ETERNALLY. LOOK AROUND TO FIND A SECRET SPELL HIDDEN IN THE WORLD.

SEEKING-SPELL

TINY FALSE FAIRIES WILL BE DRAWN ALONG THE SMALL FOLD OF LOCAL TRUTH THE REAL FAIRY HAS CREATED AS A NEST.



Y SPRING

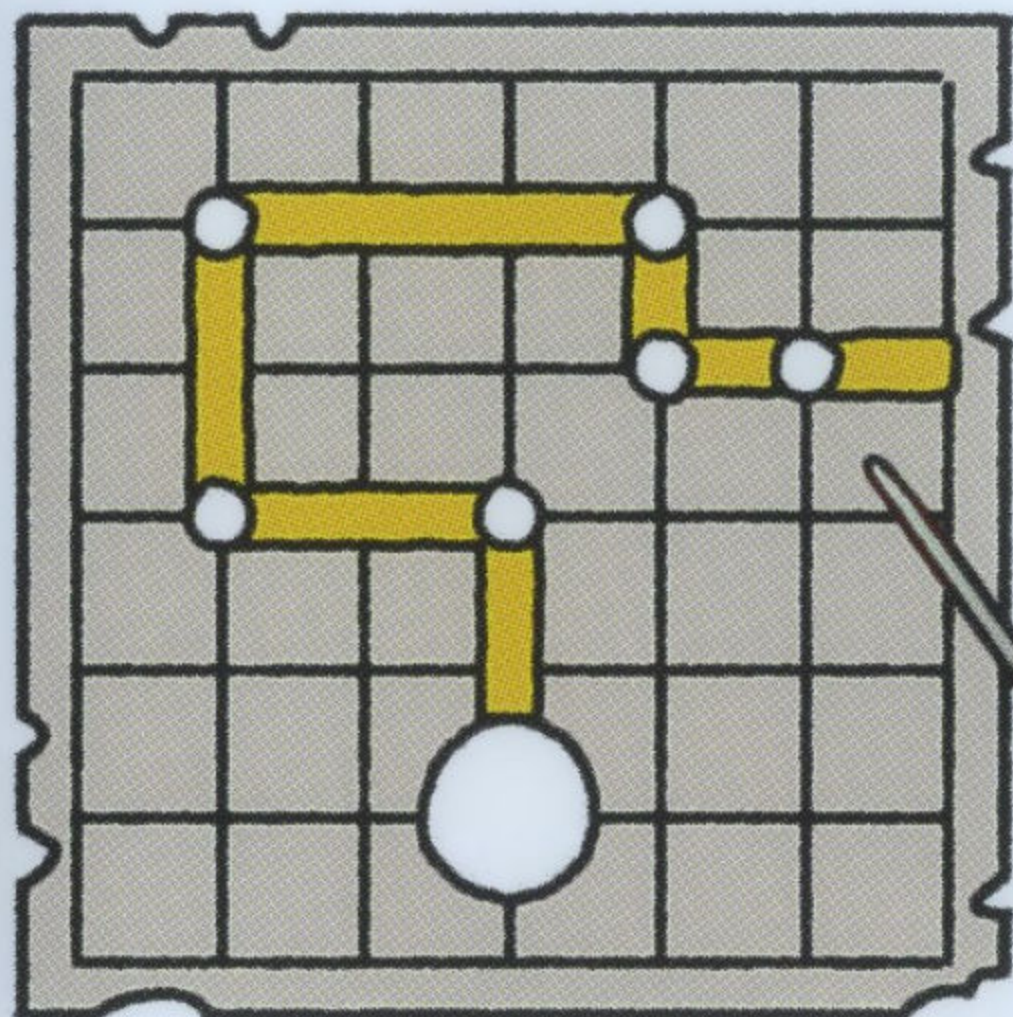


SECRET GATHERING PLACE

BUT WHERE DO THEY GO?

FIND A SPECIAL LOCATION
WHERE ALL THE FREED FAIRIES GO.

IT IS SAID THEY HAVE A
"FINAL" TREASURE AND
WILL ONLY GIVE IT UP
WHEN A CERTAIN NUMBER OF
THEIR FRIENDS ARE FREED.



WHERE DO THE FAIRIES HIDE?

<input type="checkbox"/>	FLOWERS 1	<input type="checkbox"/>	VANE
<input type="checkbox"/>	FLOWERS 2	<input type="checkbox"/>	HOUSE(-)
<input type="checkbox"/>	MOSS	<input type="checkbox"/>	PATROL
<input type="checkbox"/>	CAUSTIC LIGHT	<input type="checkbox"/>	CUBE
<input type="checkbox"/>	SECRET GATHERING PLACE	<input type="checkbox"/>	MAZE (INVISIBLE)
<input type="checkbox"/>	SEALED TEMPLE	<input type="checkbox"/>	FOUNTAIN
<input type="checkbox"/>	THE QUARRY	<input type="checkbox"/>	WEST GARDEN
<input type="checkbox"/>	EAST FOREST	<input type="checkbox"/>	WEST GARDEN
<input type="checkbox"/>	THE GREAT LIBRARY	<input type="checkbox"/>	FORTRESS OF THE EASTERN VAULT
<input type="checkbox"/>	MAZE (COLUMN)	<input type="checkbox"/>	EAST FOREST

48 11 2 6 52

27 21 4 50 42

15 22 55 31 33

46 28 9 40 18

34 16 12 39 44

THE GOLDEN PATH

THE GREATEST SPELL



The Door In The Mountains



CARDS



ORANGE PERIL RING

- RAISES ATTACK WHEN LOW HEALTH.



CYAN PERIL RING

- RAISES DEFENSE WHEN LOW HEALTH.



INVERTED ASH

- ALL HP POTIONS BECOME MP POTIONS.



ANKLET

- MOVEMENT SPEED IS INCREASED SLIGHTLY.



PERFUME

- STAMINA RECOVERY IS INCREASED.



THE BONE

- DOUBLES INVINCIBILITY TIME DURING DODGE ROLLS.



TINCTURE

- ATTACK IS INCREASED.
- DEFENSE IS DECREASED.



BRACER

- REDUCES THE STAMINA LOST FROM BLOCKING.



LUCKY CUP

- ENEMIES DROP HEALTH HEARTS. (15% CHANCE)



MUFFLING BELL

- ENEMY DETECTION RANGE IS DECREASED.



LOUDER ECHO

- ECHO-OF-SOUL EXPLOSION DAMAGE AND RADIUS ARE GREATLY INCREASED.



SCAVENGER'S MASK

- AFFORDS PROTECTION FROM THE MIASMA.



DAGGER STRAP

- MAGIC DAGGER CAST TIME IS REDUCED.



MAGIC ECHO

- RETRIEVING ECHO-OF-SOUL RESTORES SOME MP.



FIRE SWORD

- SWORD IGNITES ENEMIES,
- BUT HP BECOMES 1.



AURA'S GEM

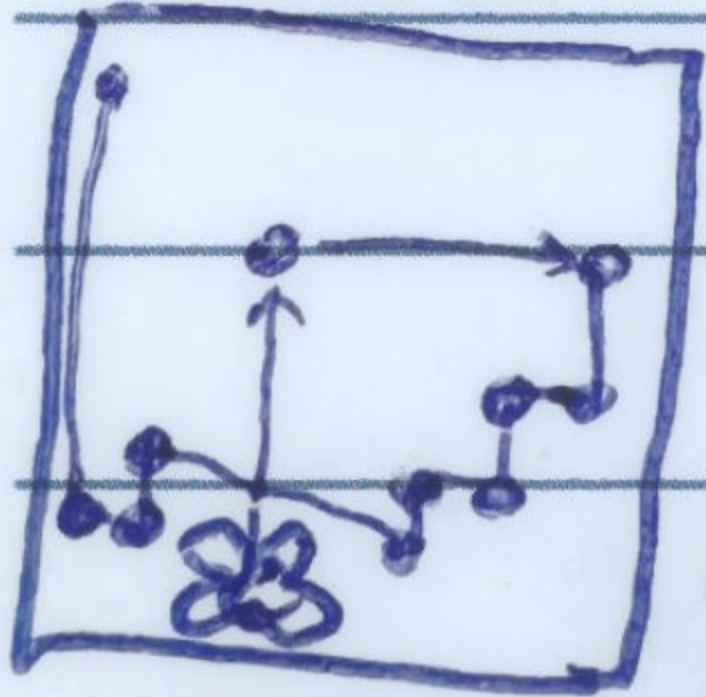
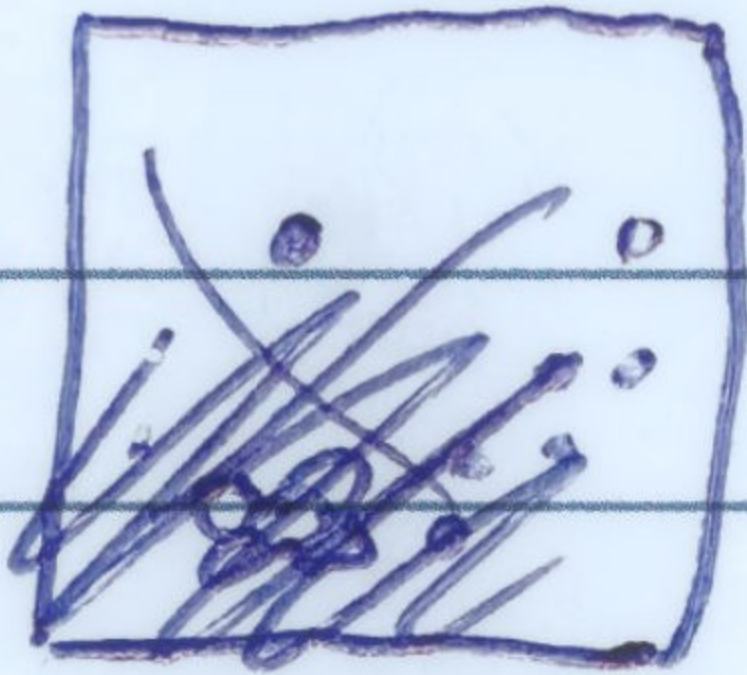
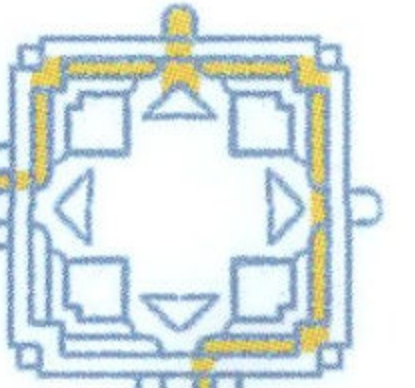
- PARRY TIMING WINDOW IS SLIGHTLY INCREASED. (TO PARRY, TAP SHIELD.)

DID YOU RETAIN THE LETTER FROM US?
IMMERSE IT IN WATER FOR 60 seconds
TO SEE A SECRET MESSAGE:

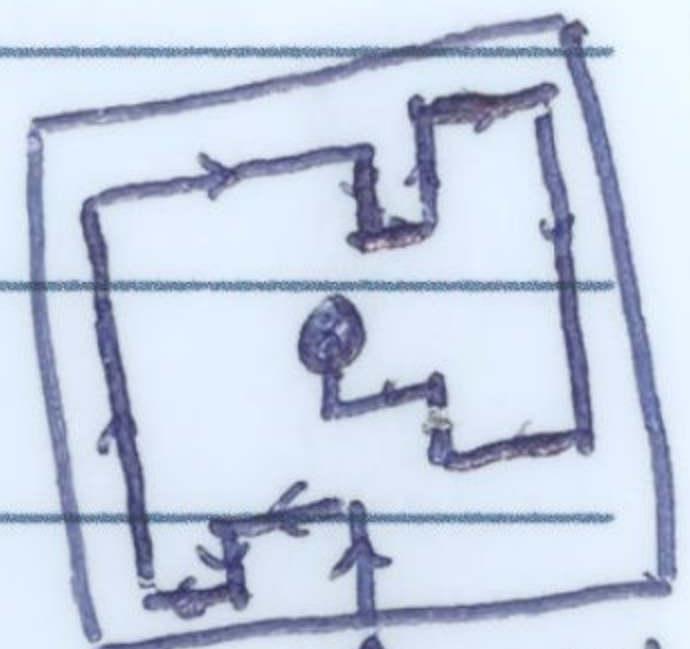
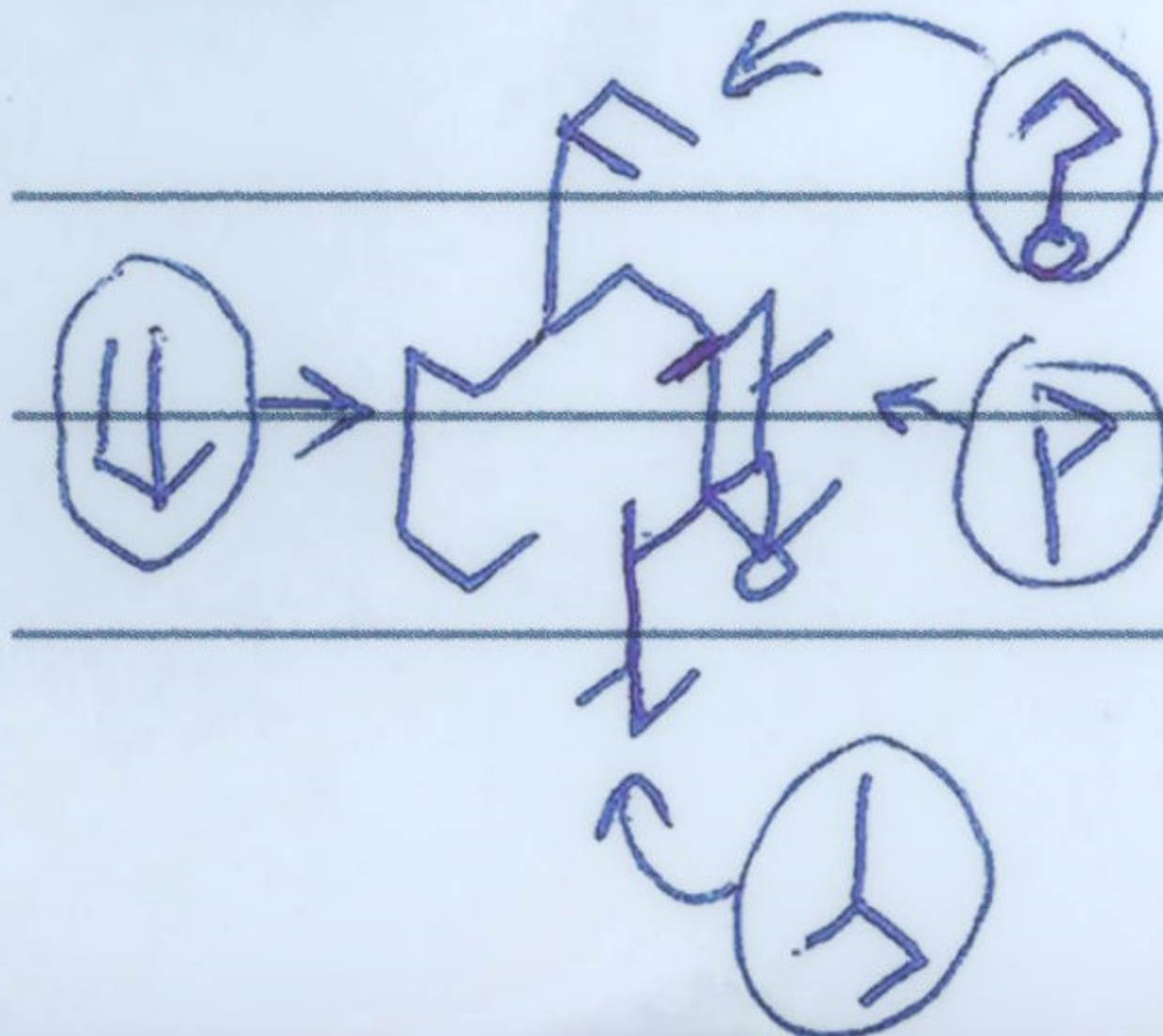
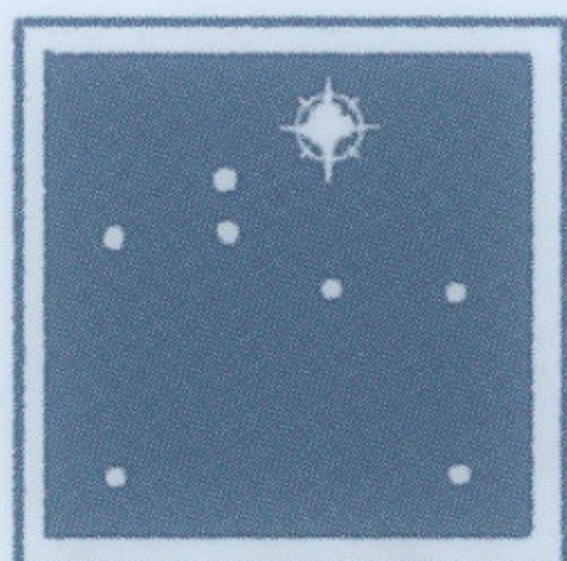
Shhh...



MEMO

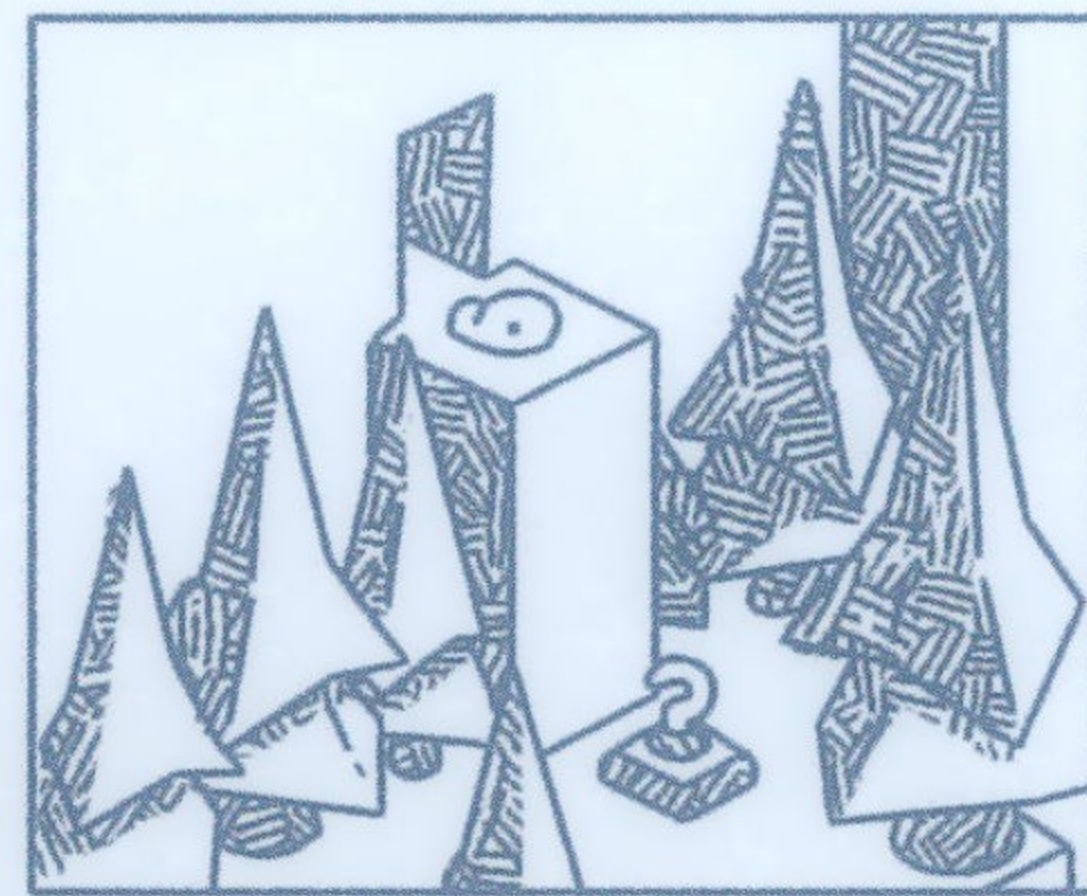
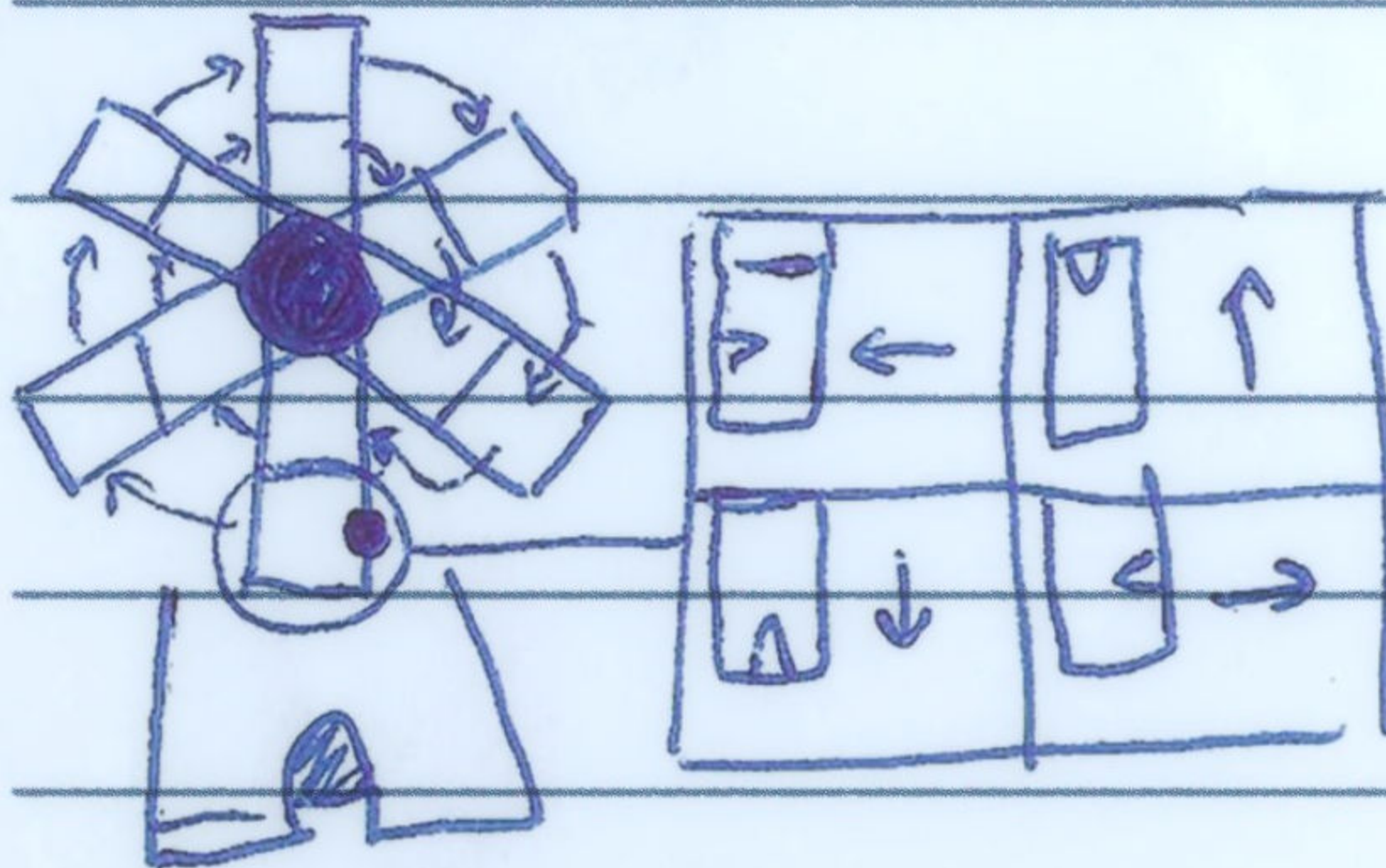
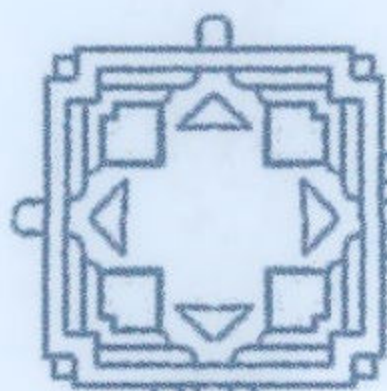


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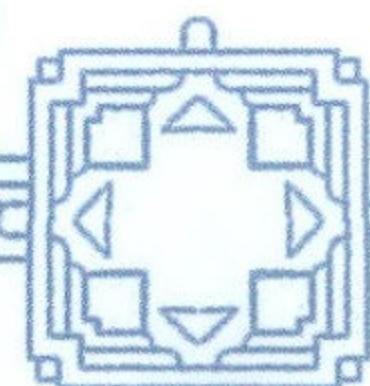


MAZE

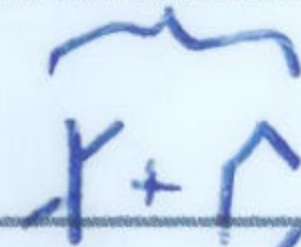
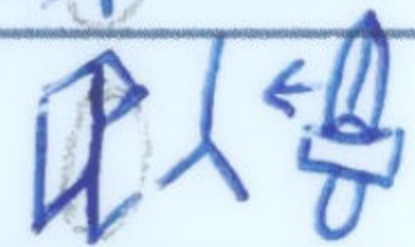
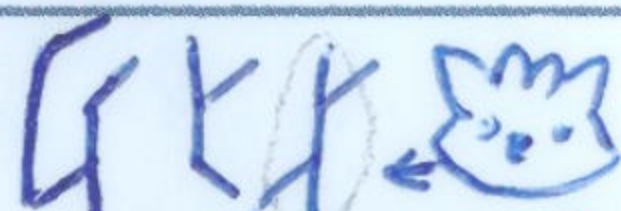
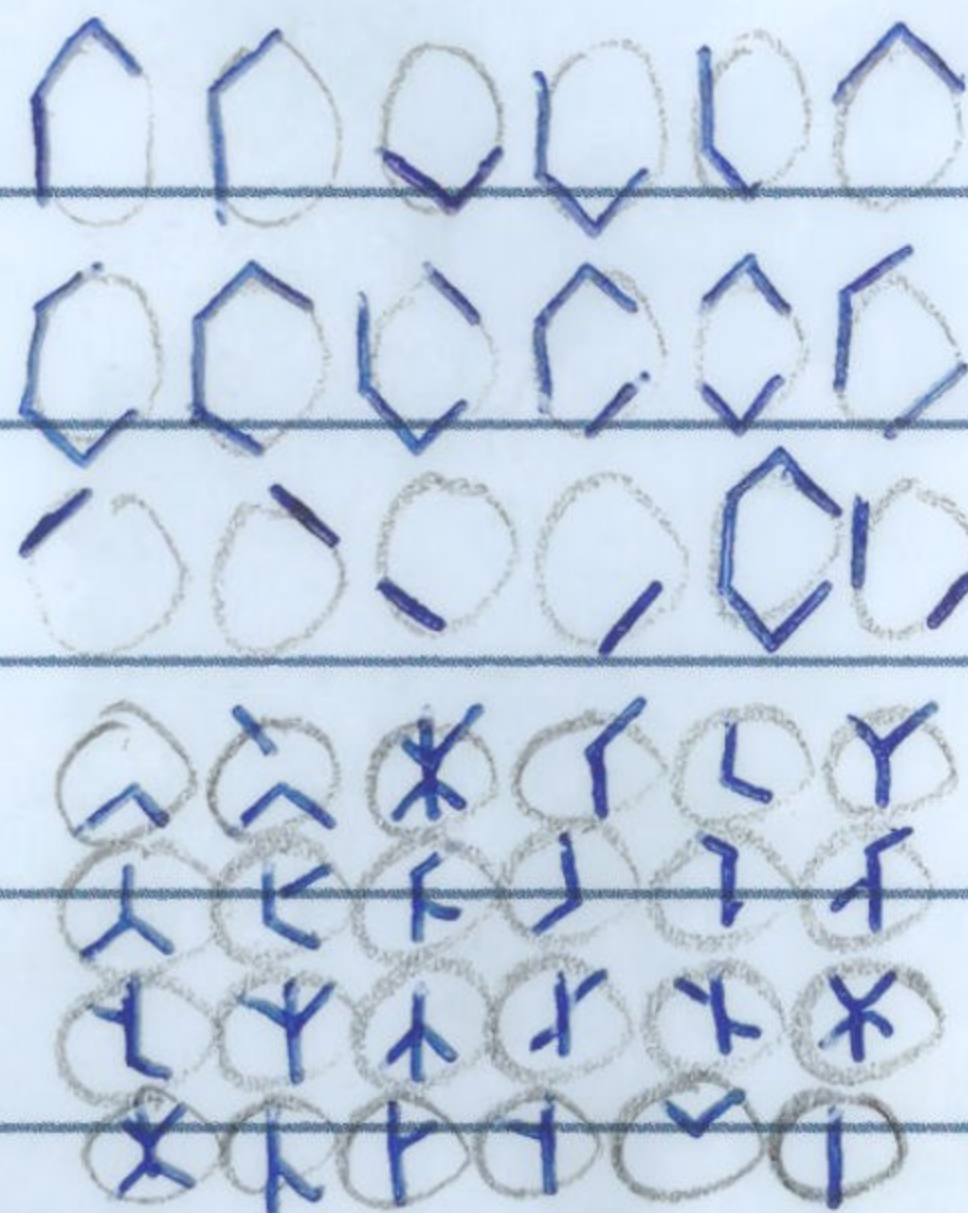
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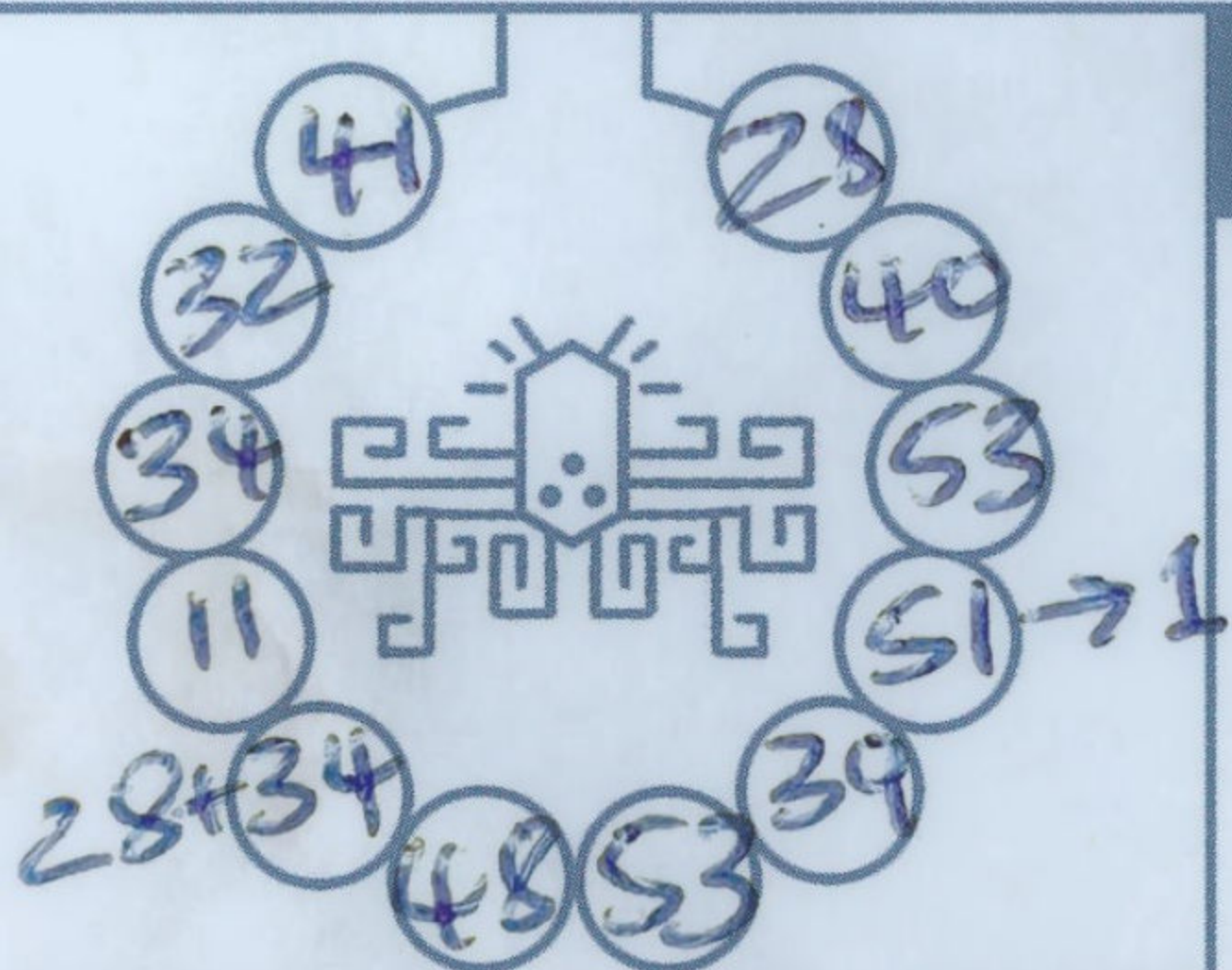
MEMO



PHONETIC CHARACTERS



CAN YOU SOLVE IT, TOO?



FOR ADDITIONAL SUPPORT & SECRETS

1. FIND SOME RARE GOLDEN STATUES.
2. TRAVERSE THE GLOW TO VISIT 12 STRANGE BEINGS
3. "UN-SING" TO THEM THE GREATEST SONG, THE SONG OF THE GOLDEN PATH, AS SEEN FROM WITHIN.

